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Orcs have taken over Aspen! Intrepid freelance artist Jim Holloway captured this unnerving image of a ski vacation gone haywire. Check out the Notes from HQ section for a special contest based on this month's cover!

The Ravens Bluff Trumpeter

SARBREENAR DESTROYED!

Last issue we reported that Sarbreenar, the outpost town in the mountains south of the city, was under attack by humanoids. Since then, we have interviewed a few of the survivors and scouts that have visited the site and put together this picture of what happened.

Soon after dawn on the day of the attack, Sarbreenar's constables drove off several gnolls from near the town walls and were ambushed by a force of hill giants and ogres, who decimated the guards and broke through the walls into the town. Orcs and gnolls poured through the opening and began to plunder, while the giants tore apart many of the buildings and fortified towers. Many residents tried to flee into the mountains, taking what few possessions they could grab quickly, but many of these were cut down by orcs and gnolls. By the end of the day, the town lay in ruins, and the humanoids were gone. Ravens Bluff responded quickly once word of the attack came, but the force led by Field General Lord Blacktree arrived too late.

Efforts to rebuild the town are hampered by the loss of much of the town's wealth, but the survivors are cautiously optimistic that they can rebuild.

Many speculate on why this happened, and what may have caused the humanoids to attack so far west. The road to Procampur is still considered unsafe, and merchants are warned to send goods by ship until further notice.

LORD CHANCELLOR

After more than a year without a Lord Chancellor, the Council of Lords has voted to appoint Merchant Guildmaster Arvin Kothonos to this crucial post. Lord Chancellor Kothonos began his duties the first day of the new year. Early indications are that he is proving effective. There are concerns, however, that he will favor certain traders and guildsmen with whom he has worked in the past.

The Lord Chancellor is responsible for the economic growth of the city, and part of his responsibility is the supervision of the Exchequery, the harbor, and the guilds. Arvin Kothonos has served as guildmaster of the powerful Merchant Guild for over 10 years, and is well-known as a key economic player in the city. The Council felt that his perspective and experience would bring unity to this office, which has been lacking since Thomas Raphiel's death almost two years ago. The subdepartments which answered to him nominally reported to the Deputy Mayor in the interim, but in practice they functioned without direct leadership.

SMUGGLERS LINKED TO ADAMANTITE SHORTAGE

Evidence has come to light from Procampur that the supply of adamantite previously flowing into Ravens Bluff was brought in by smugglers. These criminals, disgruntled miners from Procampur, were surreptitiously removing the valuable metal from a mine thought to have been played out years ago. Dargon Haras, the Procampur Minister of Affairs for Ravens Bluff, issued this statement upon reading about the sudden shortage: "The mine from which the adamantite was taken belongs to Procampur. It was once thought the mine had dried up, but this is obviously not true. I am informed by the Diamond Legion (the Procampur city watch) that they used the sudden increase in trade in the valuable metal in Ravens Bluff to trace the smugglers, and have closed down their operations. Negotiations are now under way toward establishing legitimate contracts for the metal.

Trumpeter sources inform us that negotiations are not going well, chiefly because the merchants and smiths do not want to pay the fair market rate. At this rate, it will still be a long time before any of the metal will be available.

STRANGE VISITORS

What's going on at the Moorland estate? It seems that Lady Katharine is entertaining guests at strange hours of the night. This reporter has learned from confidential sources that a dark–cloaked visitor arrives at her door quite late in the evening. He or she is let in through the postern gate and quickly ushered into the house. The visitor does not stay for more than an hour, and the only light in the building comes from the drawing room. Who is this mystery guest? We asked Lord Blacktree, but he only mumbled something about a distant cousin come to see Lady Katharine concerning a branch of the Moorland family living along the Sword Coast. When we managed to ask Lady Katharine about it, she became embarrassed, and quickly explained that her cousin was in some danger from enemies and sought to keep a low profile. Since then, however, there have not been any more late night visits at the Moorland estate.

It is interesting to note that one observer described the visitor as a man of approximately the same height as Lord Blacktree, and added that the man definitely carried a sword. Another claimed that the visitor had too graceful a walk to be a man; besides, Lord Blacktree carries his sword on the other hip. For now, it seems that none of the people in the know are saying anything about it, so we must watch and wait.

DO YOU WALK IN THE LIGHT?

Come one and all! Heed the signs of Eldath and put aside your weapons. Love your brother, and your brother's brother, and his brother's brother! Only through complete love can truth be found!

The Prophets of Eldath have foreseen the end, and it is quickly approaching! But it is not too late for you. The shrine of Eldath welcomes you who seek the truth and offers the love you have sought all your life! The temple is located at the heart of the temple district.

Join us, and be at peace.

The Ravens Bluff Trumpeter

Special Edition

Ravens Bluff Attacked!

Just yesterday, the city suffered the worst attack ever to befall it. The harbor and the walls north of the city came under heavy attack by unknown forces.

Just as dawn broke across the city, over a dozen pirate ships sailed into the harbor on a brisk morning breeze and attacked the navy galleons in the harbor, destroying seven of them and capturing the other three within minutes of their entrance into the harbor. The ships neutralized, they quickly landed and began to loot and pillage along the waterfront. The Harbor Patrol organized to drive them off, and many adventurers joined in the fight as well, but the pirates were too numerous, and many businesses were looted and people killed. Buildings were burned and destruction rained down on the streets from pirate ships in the harbor armed with catapults and ballistae.

The attacks on the galleons was swift and brutal. Within minutes, most of the navy's proud galleons were burning to the waterline, their crews having been disabled by silent attacks before the pirate ships struck. Pirate captains managed to steal the remaining galleons and sail them unopposed toward the harbor mouth. The harbor defenses were unable to stop them, and it was later discovered that only one of the catapults was functional during the fighting; the others had been sabotaged. Navy personnel, caught completely by surprise and still groggy from the night's activities, were unable to muster more than a single caravel to pursue the pirates, and that was quickly sunk by a great galleon sitting in the harbor mouth. The attack seemed to be coordinated from this galleon, which had black sails and a crimson banner flying, and used a fire projector and ballistae to defend the pirates in battle.

After an hour of fighting, the pirates began to withdraw, and many escaped on small ships. A weary and battered Harbor Patrol then began to assess the damage and tend to the survivors. They were assisted only by a few adventurers and priests, for the rest of the Watch was tied up by a landward attack launched against the city walls.

On the walls, the fighting was just as bloody. Lookouts at The Stand, an outpost fort on the road to Tantras, called the alarm just as a horde of goblins and orcs threw themselves at the walls, trying to overwhelm the fort personnel with surprise and manpower. The fort's defenders tried to stem the tide, but many goblins went past The Stand and towards the walls of the city. They sent a rider, who barely beat the advancing horde to the gates. The alarm raised, the army and all divisions of the City Watch (except the Harbor Patrol) threw themselves into the defense of the north wall, though they were slow to respond because of the pirate attack on the harbor. The attackers were clearly supported by shamans and wizards, keeping the defending wizards and priests so busy that they were not of much use in the fight.

After hours of fighting, goblin and orc corpses were piled three and four feet high around the walls. The attackers finally broke and ran when their shamans were defeated, the fighting priests of Tempus finally took the field (they were involved in the harbor fight), and more adventurers joined the battle after the battle for the harbor was lost and the pirates departed. When the dust cleared, almost five hundred soldiers were dead, two hundred adventurers had given their lives, and over twelve hundred goblin and orc bodies littered the landscape.

Reports from The Stand indicate the defenders there had an easier time in the battle, and threw back all attackers.

After the attackers were thrown back, the Lord Mayor toured the battle sites with the Council of Lords and made a public speech at City Hall. "This terrible and unprovoked attack will only serve to unite the city and make us stronger. Whoever orchestrated these attacks shall not prevail. Keep hope in your hearts, and we will prevail." Afterward, the Lord Mayor, though suffering from a serious wound obtained in the defense of the north wall, met with military personnel and advisors to begin to plan for whatever is to come.

In the aftermath, many questions remain. Why did this happen, and who is behind it? Was this part of a coordinated attack which also involved the pirates and the humanoids which destroyed Sarbreenar? Why, with all the powerful wizards in the city, was there no foretelling of this attack? Was someone in the government allied with the invaders? And how long will this continue? Scouts report that the retreating forces met with the mercenary army in the plains and established a camp, which seems to indicate that a prolonged siege is likely.

It is now believed that this attack was planned well in advance by a leader of unusual tactical skill. Most of the pirates who looted the docks came in on other ships over the course of a week. Pirate ships, posing as merchant ships, sailed into the harbor and docked, prepared to take away the surviving pirates. The duty shifts and normal activities of the navy were carefully watched, so that all harbor defenses could be bypassed and the navy sailors either drugged or kept out all night so they would be unable to help in defense. So too were the land attacks planned with a keen understanding of the city's defenses and likely tactics. The city narrowly avoided defeat at the hands of the force that attacked the city walls, and the city's commanders believe that another attack is imminent.

Notes from HQ

Policy Change Enactments

The following are now official Network policies, and supercede the proposed changes printed in previous issues of the Newszine. We wish to thank all the members who provided valuable feedback; their input brought about some important improvements in the policies.

Tournament Requests

1. Tournaments which are sanctioned for a convention will not be available to other conventions for one month following the premier of the event. For example, the WINTER FANTASY™ convention tournaments are available for conventions running March 9th and afterward. The only exception to this policy is the case where two conventions within two weeks of each other agree to trade tournaments. Requests for trade must be received in writing from both convention coordinators involved. HQ reserves the right to make exceptions when necessary.

2. The number of Network tournaments that may be requested for a convention is as follows:

a. The grand total is four events per day of the convention, so a four-day con could request 16 total tournaments;

b. A convention may submit up to 12 total new events, or the total number allowed, whichever is smaller, no matter how long the con is, so a four-day con could submit 12 events while a two-day con could only submit eight events;

c. A con can request two events from each of the Living settings per day of the con, up to the total limit (so the four-day con could get eight LC and eight LD, or eight LC and eight LJ—assuming they were available—for their 16 total events). Again, HQ reserves the right to make exceptions where necessary.

LIVING CITY™ Tournaments

Con coordinators should observe a "flexible six" policy with regard to the number of players allowed at a Living City table. Every effort should be made to keep the number of players to six per table, but the coordinator is allowed to sit seven players at a table when necessary. Necessary is defined as needing to sit one or two extra players, not sitting seven players at all tables. Eight-player tables are not allowed under any circumstances; all such scoring packets will be disqualified. HQ will monitor the percentage of LC tables with more than six players at conventions and take appropriate action when this policy is being disregarded.

Slot Zeros

Convention coordinators use slot zero games to allow their judges to play events before judging them at the convention. HQ supports this practice. Some coordinators have pointed out valid reasons for us to expand the previously-announced policy, so here are the official guidelines for running slot zeros:

a. Slot zero requests must be made in advance, in writing, to Network HQ. The request must include the date and names of people playing.

b. Slot zero games may be played by judges or volunteers who work the convention, provided the people who play actually judge or work at the convention.

c. Prizes will not be sent for slot zero games, but scoring packs and "Who's Who" forms must be completed and returned with the convention scoring packets. Slot zero packets returned after the convention packets are processed will not be accepted. Packets must be clearly labeled "Slot 0."

Correction

In the "House of War" article last issue, we left out the name of one of the authors. Joey Masden helped to create the NPCs. We apologize for this oversight.

Authors Wanted

With the stirring events taking place in the Living City, we are looking for some good authors to contribute tournaments toward the main storyline. If you are interested, write or e-mail HQ.

LIVING CITY News

In case you've forgotten, certificates will be required for all magic items in Living City play as of August 8, 1996. Member Don Weatherbee has been of immense help to the Network in setting up better methods of processing all the requests. Thanks to Don, we now have available a program for processing these certificates more quickly. We have decided to allow selected individuals to use this program at their conventions. The program uses a PC platform, Excel 5.0, and Word 6.0, and is available (with approval) from Network HQ for the price of postage. We hope that this will ease the burden on HQ in processing requests. Contact HQ is you want to bring this capability to your convention. Write or e-mail HQ to find out whatconventions are using this program that you may be able to attend.

Navarre the Magic Trader is still in business, and will be trading at conventions throughout the year. If you want Navarre to come to your convention, contact Network HQ. Sorry, Navarre cannot trade magic items by mail or e-mail.

Contests are Back!

Many members have told us that they enjoy the contests which periodically run in the Newszine. For this month's contest, take a look at our great cover by Jim Holloway. Pick one (or a couple) of the figures on shown and tell us who they are and why they are at the Orcish Ski Resort. You may develop the characters using the character creation guidelines of any game system that is part of the Network. Include all pertinent stats, a complete background, and stay under 2,000 words per character. The only people you cannot choose are the ones way in the back: the guy hitting the log, the guy on the ski jump, and the guy run over by a snowball. Entries must be postmarked by April 15th. Include a Standard Disclosure Form with each entry. The entrants with the top three submissions will get cool prizes.

Leprechauns & Giant Eagles—Oh My!

Expanding player-character options for the AD&D® game

by Roger E. Moore

At the 1994 GEN CON® Game Fair, I took part in two separate panels concerning the creation of new AD&D game player-character races, a favorite topic of mine. The AD&D game has gradually expanded the allowable races from the original list of human, halfling, gnome, elf, half-elf, dwarf, and half-orc. These days, you can have kender, half-giant, drow, centaur, or rastipede or grom-mam PCs. (The last two are from the SPELLJAMMER® campaign.) The COUNCIL OF WYRMS™ boxed set even allows for dragon and half-dragon PCs.

More PC races are possible, of course. This article includes two new PC races I created for the 1994 seminar handouts. Each race is written up in the style of *The Complete Book of Humanoids*, with special notes on how the details were worked out.

The leprechaun is a good idea for players who either love their Irish heritage or just want to cause trouble on adventures. The giant eagle is for players who want something *really* different and a little Tolkienish.

This material appeared earlier in a slightly different form on the America Online information service, in the "Download of the Month" area of TSR Online (keyword: TSR).

Leprechaun

Ability Score Adjustments. +2 bonus to Dexterity and Charisma, -2 penalty to Strength and Constitution.

Ability Score Range

Ability	*Min*	*Max*
Strength	2	12
Dexterity	8	20
Constitution	6	16
Intelligence	8	18
Wisdom	3	16
Charisma	8	18

Class Restrictions

Class	*Max Level*
Wizard	
Mage	12
Spec.	15 (illusionist)
Rogue	
Thief	12
Bard	12

All Other Classes: nil

Class Mixing. Any wizard class may be mixed with any rogue class.

Hit Dice. PC leprechauns receive hit dice by class. Normal Constitution bonuses apply.

Alignment. Leprechauns are basically true neutral, but PCs can be of any neutral alignment. Neutral-evil leprechauns are very rare and are known as red caps, for their blood-dyed caps.

Natural Armor Class. 8, due to their small size. (This score will drop with high Dexterity bonuses.)

Background. Leprechauns are faerie folk who live in family clans in temperate forests, glens, and hills. They are two feet tall, with pointed ears and noses, who dress in pointed shoes, brown or green breeches, green or gray coats, and wide-brimmed or stocking caps. Some males have beards. Leprechauns enjoy the same foods that humans like; they especially like wine, and many also smoke pipes. They weigh about 20 pounds.

Languages. Leprechaun, halfling, elvish, gnomish, pixie, Common (as appropriate).

Role-Playing Suggestions. If the player can manage a respectable Irish brogue, all the better, but any sort of slightly accented "country" speech might work. Leprechauns are merry, light-hearted, full of laughter and jokes, mischievous, clever, and helpful of the small and weak. They mean no one harm, though they distrust bigger folk and all who are not faeries.

Leprechauns will never physically attack a foe. They are sworn to never use weapons, but they can easily become fearsome saboteurs against evil opponents with their *polymorph, illusion, ventriloquism, invisibility,* and thieving powers. They love to outwit and defeat more powerful foes.

Leprechauns make great companions for parties composed of elves, halflings, gnomes, and other faerie and sylvan folk. They dislike humans and dwarves, who tend to be very greedy, but can be won over given sufficient reason to trust such beings.

As noted in the MONSTROUS MANUAL™ tome, leprechauns are fond of borderlines, places or times when opposites meet or are mixed (shorelines, twilight, equinoxes, etc.). They also love and collect gold. I'd avoid having them dress in green all the time (too dull), but a nice mix of rustic, woodsy, relaxing colors would be nice.

Special Advantages. Leprechauns can go invisible and use ventriloquism (12th level of ability) five times each per day. They have an 80% magic resistance and move at 15, being light and fast on their feet. PC leprechauns have a 75% chance to snatch/pickpocket small items less than two feet long and weighing 10 pounds or less. Leprechaun rogues have instead a bonus of 75 points to add to their pickpocketing skill.

Leprechauns have two more innate powers, each usable once per day per PC level. First, each leprechaun can *polymorph nonliving objects* from one substance into another; the target object must save vs. disintegration or be *polymorphed*. The maximum size of a target object is 1,000 cubic feet or 2,000 pounds, whichever applies. An object must be *polymorphed* as a whole; part of an object cannot be changed (e.g., a large stone in a wall could be changed if

the whole wall could not). Second, each leprechaun can cast an illusion equal in all ways to a *spectral force* (12th level of ability). Concentration is required, or the effect ends three rounds after the leprechaun's attention is broken.

Leprechauns collect gold to give to sylvan deities as tribute. These deities usually allow a leprechaun to grant up to three *limited wishes* to foes if his gold hoard is threatened, but these wishes should provide little real benefit to an enemy. If a leprechaun can trick a foe into making a fourth wish, that bogus wish eliminates the effects of the first three and causes the foes to *teleport* away and become lost. Threats must be real; a faked attempt to steal the gold will not provide any limited wishes, so other PCs will not be able to receive such benefits from the leprechaun PC.

Special Disadvantages. Leprechauns never engage in physical combat, and they never carry or use weapons. They can use magical items normally within class restrictions, but again cannot use magical weapons such as daggers, darts, etc. They can use knives and such for noncombat purposes, for cutting cloth, trimming weeds, etc. Their small size frustrates their use of many magical items meant for bigger folk, as well as most nonmagical tools and devices.

The leprechauns' 80% magic resistance also hinders their use of magical items, as they must check against this resistance for any held device to be used. This resistance also hinders any magical effect cast upon the leprechauns, even if the spell is beneficial. (This includes all healing and protective spells!) However, any spells cast by a leprechaun still function normally within the restrictions given above.

Monstrous Traits. Craving (gold, wine, or tobacco), dexterity, hearing.

Superstitions. Leprechauns are firm believers in the power of borderlines, and actively seek them out. They believe everyone is trying to steal their gold, but this is usually less a superstition and more a tragically correct assessment of the situation.

Weapon Proficiencies. None. All weapon-proficiency slots must instead be filled by nonweapon proficiencies.

Nonweapon Proficiencies. Agriculture, alertness, brewing, carpentry, cobbling, cooking, dancing, danger sense, drinking, eating, fast talking, gaming, herbalism, local history, musical instrument, poetry, pottery, seamstress/tailor, singing, weather sense, weaving, whistling/humming, winemaking.

Special Notes. Certain elements of the leprechaun, as presented in the MONSTROUS MANUAL tome, were toned down to allow for more balanced game play (in particular, the "at will" abilities of *polymorph*, *illusion*, *ventriloquism*, and *invisibility*). Magic resistance was given a restrictive aspect rather than being altered or removed, and certain powers were clarified and restricted for better play (especially the *polymorph* power and the ability to grant *limited wishes*). Side information also clarified why leprechauns have certain behaviors, such as gold-collecting.

Because of the leprechauns' small size, a DM might consider having all hit-point die rolls have a -1 modifier, so that hit points are lowered to a minimum of 1 hp per die to reflect the lessened body mass. If this is done, then all PCs who are three feet or less in height should be treated in the same way. Constitution bonuses still apply.

Giant Eagle

Ability Score Adjustments. None. The type of die used for generating ability scores is changed instead, to reflect a more restricted range of starting scores.

Starting Ability Score Range

Ability	*Min*	*Max*
Strength (2d4+4)*	6	12
Dexterity (2d4+4)*	6	12
Constitution (2d4+4)*	6	12
Intelligence (3d6)	3	18
Wisdom (3d6)	3	18
Charisma (3d6)	3	18**

* +1 STR, +1 DEX, and +1 CON points gained per level of ability, to a maximum of 18 (no percentile roll for strength).
** CHA scores over 12 apply only to other avians.

Class Restrictions

Class	*Max Level*
Warrior	
Fighter	8
Priest	
Shaman*	8

* If *The Complete Book of Humanoids* is not available, use the cleric instead.

Class Mixing. Not allowed.

Hit Dice. PC giant eagles receive hit dice by class (d10 for warriors, d8 for priests). Normal Constitution bonuses apply.

Alignment. Giant eagles are basically true neutral, but PCs can be of any neutral alignment (LN, NG, CN, NE, N).

Natural Armor Class. 10 on the ground, -2 modifier in flight due to high speed, with further bonuses for high Dexterity.

Background. Giant eagles are huge birds (size Large, stand 10 feet tall, wingspan 30+ feet). They are carnivorous and actively hunt prey while flying, using superior vision to locate victims from miles away. Giant eagles make their nests in tall, heavy trees and high, rocky cliffs. They tend to be solitary.

Giant eagle PCs begin play as young adults, slightly smaller and weaker than full adults. As they grow, they gain the ability and combat bonuses detailed here.

Giant eagle shamans worship nature or avian spirits, but are not found as druids even if of neutral alignment. Spellcasting for eagle shamans requires verbal (eagle cries), somatic (wing and claw gestures), and material (held in claws or beak) components. Spellcasting cannot be performed in flight, unless using spells with verbal components only.

Languages. Giant eagle only (avian "tongue" of cries, postures, and gestures). However, a giant eagle has limited telepathy that allows it to communicate with one intelligent creature per round within a range of 10 feet. This power may be used at will throughout the day, even while performing other actions except spellcasting.

Role-Playing Suggestions. Giant eagles fly at every opportunity, getting the best perspective on outdoor situations. They prefer to scout all environments carefully, and remain suspicious of the motives of most intelligent beings. They get along best with dwarves and elves, who usually mean them no harm, but are careful around humans. They like aarakocra. Giant eagles are very courageous and fear little.

While giant eagles do not have hands, they can wear magical rings on

their claws (one ring per foot) and magical bracers or phylacteries on their legs (one per leg).

Special Advantages. Giant eagles fly at MV 48 (D). They can reach altitudes of 5,000 feet or more with updrafts.

Eagles have eyesight so acute that they have a +6 bonus to avoid being surprised by any visible creature. A being successfully hiding in shadows or natural terrain reduces this bonus to +4. A magically invisible creature might be detected if the DM feels there is sufficient cause for this to occur (water surface disturbed, footprints appear in dust, rustling of leaves). In this event, the eagle gets a +2 bonus to avoid surprise each time such an event occurs. (See the section on detecting invisible creatures in the DUNGEON MASTER® *Guide* for more information.) The DM may treat eagle PCs as if they each wore *eyes of the eagle*, giving them 100x telescopic sight (e.g., items 1 mile away seem to be only 52.8 feet away.).

Giant eagles can drop at high speed toward the ground, breaking the fall or pulling out into a flat glide at the last second by spreading their wings.

Special Disadvantages. Giant eagles move at MV 3 when on the ground. They have no hands and cannot use the vast majority of magical devices. They may use scrolls if they know reading, but someone must hold the scrolls open; they may use potions, but someone must open the bottles and pour them into a dish to allow drinking; and so forth. They cannot use wands, staves, pistols, tools, keys, etc. They can carry Small-size objects in their claws in flight, but cannot carry anything in their claws when walking. Of course, giant eagles cannot swim.

If wounded for 75% or more of total hit points, a giant eagle in flight must land at once, as it cannot sustain flight and likely has injured its wings. If wounded for 90% or more of total hit points while flying, the eagle plummets to the ground (crash!). *Fireball* spells, breath weapons, and the like are especially dangerous, as they put out so much damage and are hard to avoid, often knocking the eagle out of the sky regardless of the saving-throw result.

In any enclosed space of 1,000 cu. ft. or less, giant eagles feel claustrophobic and suffer a -3 penalty on attack rolls.

Monstrous Traits. Flight, monstrous appearance 1, sight, speech.

Superstitions. Giant eagles fear dark enclosed spaces, and normally refuse to enter tunnels or dungeons farther than a few feet, with a quick retreat after.

Weapon Proficiencies. Giant eagles cannot use any sort of artificial weapon. However, they begin play able to use several attack modes in the following ways:

* 1d4/1d4 for claws and 1d8 for bite (when attacking ground opponent or Small/Tiny aerial opponent);
* 1d4/1d4 for claws (when attacking an aerial opponent in a short swoop-and-strike or fly-by motion);
* 1d4x2/1d4x2 for claws with dive (+4 to attack roll, 50+ feet starting altitude above victim, double flying speed, fly-by against aerial or grounded opponent);
* 1d2/1d2 for wings with buffet (target must be on a forward side, not directly in front, within wingspan reach; target must save vs. Dexterity on 1d20 or be knocked to the ground); and
* Snatch creature of Tiny size (two feet or less in height, weighing less than 25 pounds) from ground, water surface, or air, carrying it away; both claws must hit; 25% chance that one arm of victim is pinned; automatic claw damage may be inflicted every round on victim; victim may be dropped from a great altitude; eagle's speed is reduced by half and Maneuverability Class reduced by one level; at 4th level and above, eagle may snatch Small being (four feet or less in height, weighing less than 50 pounds), with 50% chance of arm pin on Tiny creature.

Every level of ability gained grants an eagle a +1 bonus to every die of damage done using a natural weapon. Thus, a 4th-level eagle fighter does 1d4+4/1d4+4/1d8+4 with its claws and bite, 1d2+4/1d2+4 with its buffet, and (1d4x2)+4/(1d4x2)+4 for a diving attack. This represents gains in the eagle's size and weight as it matures.

Every level of natural fighting proficiency taken allows an eagle to gain a +1 bonus to all attack rolls, with an extra bite attack taken during any normal claw/claw/bite routine (i.e., the extra bite attack cannot be taken during dive, buffet, or snatch attacks).

Nonweapon Proficiencies. Dancing (aerial acrobatics), direction sense, endurance, languages (modern), local history, navigation (aerial only), observation, reading, weather sense. Alertness and danger sense are normally unnecessary due to the quality of the giant eagle's vision.

Special Notes

When creating a PC race from a monster type, fit the monster race, as best as possible, into the normal format for human, demihuman, and humanoid PCs (normal ability scores, classes, kits, proficiencies, etc.).

Examine all possible means of communication, movement, manipulation, spellcasting, and skills acquisition; think about special advantages and disadvantages of the monster in play.

Allow only classes and kits that seem logical and sensible within the confines of your own campaign and common sense (e.g., eagles cannot be thieves).

Allow for increases in size and ability scores for animals and monsters if they grow from juvenile size to adulthood. Consider setting a creature's maximum level limit at twice its normal hit dice, for most sorts of animal PCs.

Consider allowing weapon proficiencies for natural weapons and attack routines (claws, bite, head butt, hug, dive, spit, throw item, etc.), with bonuses to hit and damage being added to normal combat results. The natural weapon proficiency from *The Complete Book of Humanoids* should be considered.

Clarify all vaguely defined powers and areas of ability, getting the exact effects of innate magical powers, proficiencies, etc. Carefully consider the unbalancing effects of certain special powers, and look for ways to restrict those special powers without removing them (e.g., an eagle can be surprised under some circumstances).

Examine similar creatures in the MONSTROUS MANUAL tome or other game or literary sources for possible powers, abilities, and social notes (e.g., borrowing the dragon's buffet and snatch attacks for the giant eagle, and investigating the giant eagles of J.R.R. Tolkien's *The Hobbit* for personality traits). If a real-world animal is being played, look up authentic material on its appearance and behaviors, modifying game material if desired to add more realism and special traits (e.g., check details on flight abilities, plumage, habitats, and diet for normal eagles).

Establish and stick to limits on playability for your particular campaign (e.g., no undead, no Outer Planes critters, no giant space hamsters, no beings over 16 hit dice or 16th level).

Note: Such characters as these are not eligible for use in any of the Living campaign settings sponsored by the Network.

❑

Elminster's Everwinking Eye

The Border Kingdoms: Blackbarn and Bloutar

by Ed Greenwood

My favorite Borderer is the one on the end of my sword.
—Northarn Dwaevar,
Battlemaster of The Limping Unicorn mercenary company, said to the sage Lamarthas of Mintarn, Year of the Wandering Maiden

Since his return, Elminster has been unusually loquacious, babbling for hours about this or that Faerûnian place or person. It's been hard work keeping him on one topic long enough to glean enough (printable) material to present game-worthy information for you...but I've fought on and managed a few small victories. Here, then, are more details of some of the Border Kingdoms.

Blackbarn

This staidly-named walled town is a busy market town for the farmers who dwell around it, and it is home to some superior wagonmakers.

It stands at the meeting of the Long Trail, which runs, more or less, along the edge of the Shaar, 'down the back' of the Border Kingdoms, and the Scelptar Road, which runs north-of-west out of Blackbarn to the wreckage of Burntbridges. (Burntbridges is now a series of fords passable only when the water is lowest, at the end of Flamerule and the hot early days of Eleasias, or in the harshest days of winter, when the river ice is thick.)

It is named for, yes, a black barn built of duskwood by early human settlers. These settlers were female mercenaries of the Silent Knife band, exiled from Calimshan in the days of the Satrap In Purple for their support of She Who Would Be Queen. Blackbarn today is a prosperous place built of stone, with tile roofs, bustling cobbled streets, and nary a barn (black or otherwise) in sight. Produce from the surrounding farms is stored in low buildings called 'wagonhouses,' where deliveries are shoveled into rows of large storage pits—which have wooden gates at their bottoms, allowing them to be emptied in small quantities into wagons brought into these cellars for loading.

The loading gates are actually sliding gates, one at the top and another at the bottom of an aimable wooden chute; when a wagon is nearly full, the bottom gate is closed, and after the potatoes or cabbages have stopped 'falling in' to the full chute, men called 'pokers' thrust wooden poles through tiny ports in the chute to clear the way for the upper gate to slide across, closing the bin. The lower gate is then opened to dump the last chuteful of produce into the wagon (the origin of the Border expressions "Well, he's taken in his last chuteful" and "Had a chuteful too many, eh?"). Many wagons loaded in Blackbarn go to the Scelptar and straight onto barges for shipment throughout the Border lands—and, via Border ports, to Calimshan and the city-states around the Lake of Steam.

Blackbarn is thus well known as a granary to sea captains and merchants for quite a distance around the Border Kingdoms. More infamously, it is also home to an annoyingly hard-to-exterminate colony of gremlins—on whom Blackbarnans wage endless war. The bodies of slain gremlins adorn posts everywhere about the town, but for every one of these posts that are laid low, a handful more seem to spring up.

How the gremlins came to be here, and why they stay (things in town are made of stone, or locked away behind stout locks and cupboard doors, because of them), are mysteries; in the lands around they are known as 'the Blackbarn Curse.'

Despite the thieving, vandalizing 'graywings' (as locals call the gremlins), Blackbarn is regarded as one of the more desirable places to dwell in the Border realms—because it is also the home of the Ghost Lances.

In one tale, the Lances, also known as the Black Knights, are said to be knight-adventurers exiled from Tethyr centuries ago because they backed the wrong royal claimant in a throne war. Forbidden to slay them, the court wizard was ordered to harry them forth from Tethyr and ensure they never returned to its soil. He put them to sleep in a crypt deep under Blackbarn where water drips endlessly past the stone biers where they lie; the enchantment allows only their ghostly essences to ride forth. Other tale-tellers insist that the knights all fell in love with a local elven sorceress centuries ago, and she enspelled them to guard the place she loved and keep them waiting—but to be free of all of their attentions, so that she could pursue the elven lords she loved.

Whatever the truth about the origin of the Lances and their resting-place, it is certain that they ride forth, as spectral knights in heavy armor, galloping silent warhorses (whose hooves never quite touch the ground) along the lanes and across the fields around Blackbarn. They have lowered visors and lowered lances—and the tips of these weapons deal chill touch damage to all living things they strike (but have no effect on undead at all). More than one powerful traveling priest has declared the Black Knights to be a certain powerful sort of undead known as watchghosts, and that they seem dedicated not to harm those who intend no harm to others and have no desire to despoil or pillage Blackbarn. Brigands, however, are fair game, and the knights defend Blackbarn diligently against such perils, galloping hard across fields and through walls without affecting crops or solid objects they have no interest in disturbing, but striking with the strength, fury, and weight of living knights of great strength and skill.

The Lances are seldom seen, but appear without fail—as many as forty-six have been seen riding together, but usually a trio or dozen are sighted—whenever Blackbarn is truly threatened. The spread of this legend has scared off all but the most foolhardy—or desperate—brigands.

This in turn has led many peaceable folk to seek the sure safety of Blackbarn. (Its protection is even celebrated in a soothing ballad, "Safe Behind Blackbarn's Shield," a gentle 'restful place to go when the heart is torn' song composed by an anonymous minstrel, but now popular up and down the Sword Coast and Shining Sea lands.) Adventurers may find it one of the less interesting settlements in the Border realms, but it is a dependable safe haven, a quiet, prosperous place where traditional foes may meet in unspoken truce. The threat of the appearance of the ever-present Knights does much to keep the peace in Blackbarn.

The first time one sees a silent armored form materialize at one's elbow is disconcerting—but the innocent have nothing to fear. Others may well find that speedy flight is their best option. Locals tell the tale of one spiteful outlaw who tossed torches into buildings as he rode out with the Lances hard on his heels—but by some magic at their disposal, the ghostly knights teleported the conflagrations he caused onto his own person, causing his horse to rear and throw him. The townsfolk found nothing but his charred remains in the morning.

The Lances never speak, but are eloquent in their gestures, and have even been known to write messages to living persons in mud, ashes, dust, or snow. They ignore the gremlins, although gremlins always scuttle or flap hastily away from them. One local sage, Althalas of Barwinter Street, has advanced the belief that the Lances are a 'good' curse, set upon Blackbarn by some long-ago local mage to make up for the 'bad' curse of the gremlins.

Whatever the truth of the matter, gremlins and Black Knights both seem to be permanent residents of Blackbarn. Townsfolk call undesirables or enemies 'grayskins' because of the gremlins, and warn those who've wronged them that 'a knight'll get you for this!'

Many adventurers have come seeking the tomb of the Ghost Lances, because local legend insists they sleep in a subterranean complex of rooms accompanied by—and, some say, guarded by—their enchanted swords: blades that can fly and fight by themselves.

Interestingly, the ghostly knights never molest or watch over adventurers digging in cellars or poking around in the city's sewers. Locals say that the delvers are on a fool's errand, seeking something that's not there to be found. But they are unable to explain why more than one adventurer down the years (notably Aldegut of Port Kir—or Kirlyntar, as it was then—and Myrmeen Lhal of Arabel) has left Blackbarn with a magic sword they did not arrive with... and a quest that they decline to discuss, later, to go with it.

Blackbarn is ruled by a High Trantor, elected by the Trantors (merchant lords) of the town from among their number. Thanks to the Knights, the town neither needs nor has a Watch. Travelers are directed to The Silent Knight inn (quiet, respectable, tasteful, and very expensive), The Black Boot (busy, crowded, reasonable, and noisy: the inn for "everyone"), or The Unsnug Snail (a house of low repute, where escorts and gamblers work, much drink is consumed, and live entertainment of all sorts is the order of the day—and the night through, too).

Patrons of the Snail need no tavern to complete their pleasure, but others are directed to The Laughing Cat on Sarwynd Street, or The Minstrel's Folly upstairs above Bryntyn's Barrelworks, at the corner of Asp and Shariykian Streets. Most townsfolk prefer the quiet frugality of the dingy Old Nag on Gulgate Street. Those in the mood for a brawl or revelry should go to Dance With The Knights on Ravalaster's Lane, an establishment named for the frequency with which Ghost Lance knights materialize forbiddingly in its chambers, to silently admonish patrons to desist from whatever illegalities they are engaged in.

Like Beldargan (described last time), Blackbarn serves as a base for many merchants and adventurers exploring the Border Kingdoms. Most find it a trifle too dull for their tastes, but some happily settle here. Oh, yes: it's a city of bakers, and the smell of fresh-baked buns and pastries down its streets on most mornings is mouth-wateringly wonderful.

Bloutar

This town of woodcutters and hunters nestles against the southern verges of Qurth Forest, and of old was the hold of the 'Bloodsword Baron,' Bloutar Hilathan, for whom it is named.

Bloutar was the scourge of orcs, rival rulers—and just about anything living that came within his reach and failed to swear fealty to him. Legends say that he has slain no fewer than three dragons, the first one in single combat. He was an ugly monster of a man, as shrewd and wary as he was iron-fisted and mighty in battle.

The Bloodsword Baron led his small but fiercely loyal band of followers in raids against the surrounding lands and all travelers who happened by. Even when he was over seventy years old, he took to the saddle to defeat a rival, Lord Duke Andilyon Ornth of the neighboring (and now-vanished) High Duchy of Blaemar, who'd unwisely judged Bloutar too old to fight.

In the end, Bloutar died in his bed after over ninety years of a wild, brawling life—and the many sons he'd sired promptly tore his realm apart fighting over it. Their war left standing only the town named for him and the neighboring hamlets of Deltyn's Dagger and Empaerla.

This small territory, known as the Bloodsword Lands, suffered under a succession of brutal mercenary warrior rulers, until one of them, Klelder Blackhawk, renamed the land in his own honor, conquered several neighboring towns, and made an enemy of the archwizard Lyrildan of Calimport—who used his spells to make Klelder's realm teem with monsters. Klelder died in his castle forecourt fighting seven dark nagas... long after most of his subjects had perished or fled the mage's curse.

The Barony of Blackhawk continued to spawn things taloned and fanged and tentacled for another three hundred-odd years, until Lyrildan was slain by an ambitious apprentice. During that time the barony had become widely-feared, making the surrounding lands unsafe. The area occupied adventurers and hunters for many years, buying some of them glory and more of them early graves.

Even today, the rolling, forested hills around Bloutar are known as superb hunting country, and the forest north of it as decidely dangerous hunting grounds.

The dangerous reputation of the area has made it a refuge for those outlaws, exiles, and hunted folk who dare go nowhere else... and over the years, Bloutar has acquired a citizenry known for their fierce independence, hardiness,

fearless defiance of authority, and dislike of outsiders. These traits kept it ungoverned but independent of other realms and influences until less than a decade ago, when the Barony of Blacksaddle overwhelmed a few bands of armed Bloutarrans and gathered the town into its expanding territory.

Bloutar has sullenly remained a part of the Barony largely because of the wealth that has come through trade along the new road built on the orders of Blacksaddle Keep. Bloutarran pelts and smoked forest beast meats are snapped up as fast as the locals can produce them. Traders take the pelts north to Derlusk, for export to Calimshan, the city-states around the Lake of Steam, and Tharsult, where they are used in the making of fine fur garments for sale throughout Faerûn.

The traveler will find Bloutar a place of long, rambling log houses that seem to grow out of the sheltering stands of trees, with trails winding off in all directions to outlying farms—and a few woodcutter's clearings offering access to the hunting trails that plunge into the vast gloom of Qurth Forest.

Adventurers are welcome, but like hunters, trappers, and seekers after rare woods, they are strongly advised to hire a local guide. North of Bloutar, the trails soon lead into deep ravines where owlbears lurk, and areas where forest-dwelling spiders have spun many trap-webs. These features have almost certainly been allowed to survive or even encouraged by Bloutarrans, to ensure themselves employment and control over Qurth's most easily reached resources. More than one hunter and sage has (from a safe distance) voiced the suspicion that local powers may have also placed a deepspawn in a nearby cave to produce endless stags—because Bloutarran-led hunts seldom fail to bring back two or more such prizes.

Beyond these defenses and arranged perils, a few trails wander on into the heart of Qurth Forest, through reaches roamed by korred and intelligent fungi, to ruined, overgrown cities not far north of Bloutar (including Hawklyn, where Klelder made his court) where treasures are said to lie forgotten under tree-roots, and monsters roam in the deep cellars and crumbling halls.

So adventurers with a taste for battling forest beasts are urged to seek out Althyn's Lodge or The Spitted Stag inn in Bloutar, and begin hunting stags, boars, or darker things...

❑

Forgotten Deities

Malyk, the Dark Mage (an aspect of Talos)

by Eric Boyd

Power:	Demi–
Plane:	Pandemonium
AoC:	Wild and Evil Magic, Rebellion
Align:	CE
WAL:	CE (drow, derro, and alhoon wild mages)
Symbol:	Multihued vortex
Sex:	Male.

Malyk was a growing power in the Underdark, having appeared during the Time of Troubles following the destruction of Mystra. It is believed Malyk was a drow lich of great age and power who managed to steal some of Mystra's power when he stumbled across a powerful wild magic region deep beneath Castle Crag. This apparently occurred a short time before Mystra's position was filled by the human sorceress Midnight. Before Malyk could consolidate his power, he was slain by Tempus who desired a fraction of Mystra's power for himself. No one save Mystra is currently aware that Malyk is an aspect of Talos.

In his aspect as Malyk, Talos has few worshippers, but his cult is growing, particularly among younger drow mages who have experimented with wild magic. Many sages believe Malyk/Talos is using his new-found powers to destabilize drow cities ruled by priestesses of Lolth.

Malyk/Talos is served by wizshades (detailed in Volume 7 of the MONSTROUS COMPENDIUM®, the first SPELLJAMMER® appendix), who are encountered with increasing frequency in the Underdark. Manifestations of Malyk/Talos appear as apparitions of empty, cowled robes that move and gesture as if filled by an invisible body, but which collapse into drifting smoke if attacked. Such manifestations are also an increasingly common features of the subterranean world.

Malyk/Talos has no formal clergy per se, but instead he grants additional powers to a few select wild mages of great power. These select clergy may supplement their normal mage spell selection with priest spells from either the Chaos or Elemental spheres. Such "wild priests" advance as normal wild mages, and must study mage spells from spellbooks, but they may pray for priest spells from those two spheres, as do priests.

It is believed Malyk/Talos has been granting a type of quest spell to these elite members of his clergy, enabling them, with great effort, to create new wild magic regions scattered throughout the Underdark. Some rumors speculate that Malyk/Talos has on occasion also granted the power to create a dead magic region, where magic does not function at all. Priestesses of Lolth who deign to acknowledge Malyk's/Talos's existence predict the Dark Mage's hasty demise at the hands of the Spider Goddess, as he appears to be expending his divine power profligately.

❑

Runefire

Father Winter's Curse

by Steve Theis, Ed Wilson, Gary Watkins, and Walter Baas

This arctic adventure, designed for characters of levels 8-12, is set a Viking-like village in the far north. It does not reference any particular campaign setting, so it can be used in any campaign. The characters provided are part of the tribe that appears in the adventure, but it would be easy enough to have non-tribe characters undertake the quest. It could be that all the tribe members are too sick and hungry to succeed, for example.

The adventure features the Norse gods Ullr and Loki as the primary motivators, but they can be replaced by the gods of your own campaign. ~~Ullr~~ is the god of winter, and ~~Loki~~ is the god of tricksters and liars.

If you choose to keep the Viking flavor of this adventure, you might want to consult the *Viking Campaign Sourcebook* before you run the adventure.

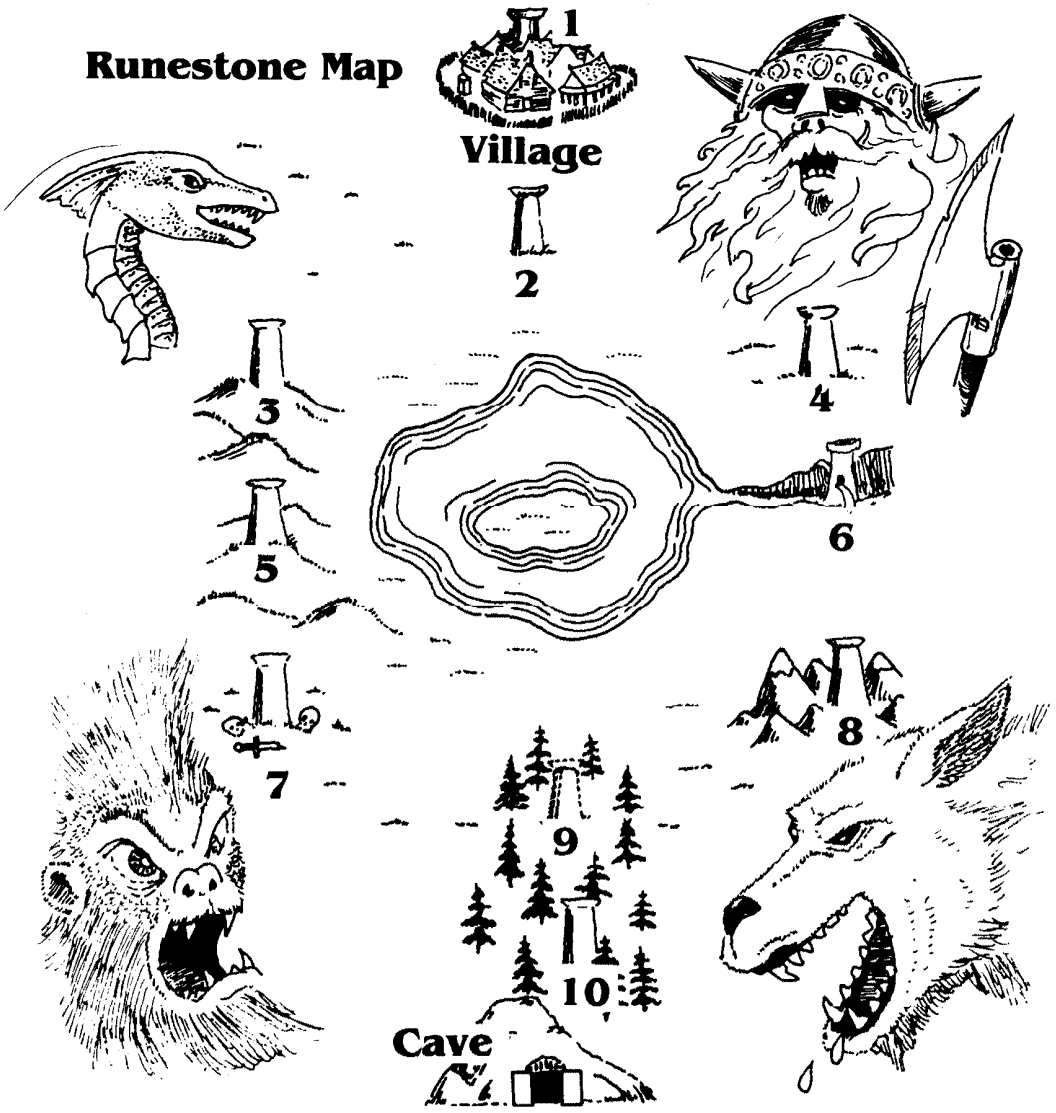
Adventure Synposis

Following a season of bountiful harvest and hunting, Ullr, god of winter and snow, sent forth one of the greatest winters ever. He expected the northern mortals to praise him for his might; instead they prayed for spring. Ullr grew angry.

The snowfall so far this winter has been four times that of last year. Hunting and travelling have all but ceased, and even survival is difficult. Because of the people's ingratitude, Ullr may never allow spring to come again.

Loki (taking a rare stand with Ullr) has personally placed guardians at the rune totems that surround and protect the Vikings' homeland. The PCs are asked to travel to the sacred rune totems and set them ablaze with magical fire. This must be done in a circular pattern. While doing this, they must also make their way to an old temple, where they must make an offering to gain the attention of the gods. They must do all this within a single span of daylight (a mere six hours). See the Runestone Map for the paths.

Each runestone is a 10-foot-tall granite obelisk with a saucer-shaped hollow on the top for lighting the ritual fires. Carved and inlaid into each of the obelisks are the magical runes of the Northmen. A magical metal alloy was poured into each of the runes before they were erected. The metal gathers the heat created from the fire at the top of runestone to the point that the surrounding stone still feels cold while the runes themselves begin to glow with intense heat.



Time and Travel Conditions

The day dawns cold (0° F) and overcast with low, blue-gray clouds. The falling snow is light to moderate, but swirling winds make it seem heavier. Visibility is normally limited to 100 yards. Clear identifications can be made at 100 feet.

Travel between each runestone location takes approximately 20 minutes by the paths shown. If the party is wise enough to use snowshoes or skis, travel between the runestonesalong a path takes only 15 minutes. Travel between runestones not along the path shown on the map (for example, going from a runestone on the left path to one on the right path) takes about 30 minutes with snowshoes or skis and one hour otherwise.

The party may decide to cross the lake in order to begin the other path of rune stones. If they do, there is a small chance (5–10%) that they may fall through a thin spot of ice into the waters of the lake. If any character falls into water, he will suffer damage from hypothermia. The soaked PC immediately suffers one hit point of damage and temporarily suffers a one-point loss each from his Strength, Dexterity, and Constitution. For each round the character remains in the water, the damage and ability score loss continues. When the PC leaves the water, the hit point and ability scores still drop, but now at a rate of one point per turn.

The character must change into dry clothing and receive at least two turns of warmth to halt the cold damage (a fire, shared body heat, or magical sources of heat will all succeed). After the character has stopped suffering damage and reduced ability scores, continued warmth will restore the lowered attributes at a rate of one point each round.

Introduction

The characters, whether tribe members or from outside, have been trapped in this village by the harsh winter. The snowfall has already exceeded 60 feet so far this year and shows no signs of abating. Much of the surrounding landscape is flat, so the winds have blown the snow around so much that it is not so deep along the plains. In the hills nearby, however, there are places where the snow drifts are so deep that it would be easy to become trapped if the party is not careful. Hunting and travelling have all but ceased, and the people of the village are in danger of starving.

Eventually, the chief calls a meeting in the longhouse and everyone must attend, if they can. The immense building is packed this night. The rich smell of sweat mingles with the smoke that hangs throughout the room. The Jarl-of-Jarls, H'viij Whitebearslayer, stands on a raised platform at the end of the room. The bear-like jarl seems ready to kill the advisors that currently crowd him. He pushes them aside, steps up to a table, and slams his gigantic fist upon it. Wood splinters!

Quiet falls across the room. The Jarl's voice booms, "There is no more debate! We have discussed this enough! Trapped in this endless winter we will all perish! Food stores are empty. Already neighbor raids neighbor to keep children from starving. Enough! I have sought counsel, but not from these fools." He gestures to the crowd behind him, "And it turns out that it was as I had suspected! This winter remains for a reason! A divine reason! We have angered the gods!"

Everyone in the longhouse reacts in some way, most of them loudly.

"Quiet! Quiet!! My words are well chosen and true. The old seer Orast has come to speak of a powerful vision revealed to him. Speak, old man!"

A hunchedbacked old man arises from behind the Jarl. You did not see him standing there before. Two gnarled hands wrap around an old staff that bears his weight. The old man begins to speak.

"It was during the Great Feast of Graamn that the skald recited an epic poem foretelling the coming of spring. The hall was filled with revelers. Among them . . . Ullr, the great god of winter!"

"Ullr had come to Midgard to hear praise for the great winter season he had created. Instead he heard only cries for spring! He left this very hall vowing that spring would never come and that all would be punished for their disrespect!

"So have I seen in a true vision, and so too have warrior-priests from nearby villages reported truly that they no longer are granted spells for war or peace. Ullr has made the gods deaf to our prayers.

"But something can be done to save us: the sacred lighting of the runefires!"

"The runefire stones were created before your great father's father's fathers were born! They contain the old magic, the spirit of the land. They must be set alight to dispel this misfortune that has befallen us.

"Already a group of warriors were sent last moon to accomplish this task. My second sight tells me that they now lie dead, strong warriors that they were. But strength alone will not light the fires. Calm minds, quick reflexes, firm wills, and strong arms . . . these are what we need to rekindle the fires of the gods.

"Long into the night the Jarl and I discussed who should be sent, who should go to light the mystical fires . . .

At this point, if you are not using the characters provided, have the Jarl ask the PCs for their aid. If you are using the characters provided, read the following:

"Stand forward BIFROST HAENST STORVIRKSDOTTER! You are a person of exceptional skill, clear head, and knowledge in the ways of the jarl. Step to the front; you understand your duty.

"I call forward TAMOR BOLKII! You are one amongst us who has abilities beyond normal folk. We need you now!

"GRAY WOLFF TATTERED FUR! Let it be known that it is we who asked for your help. Reluctant as one of the wood may be to aid us, we welcome you with open arms!

"One among us needs no introduction! It is our great fortune that he was travelling through this village and is willing to risk his life in the name of honor. I speak of the MAGNIFICENT ARCANE LOREMASTER of NEVERSUN MOUNTAIN!

"IVAR TROLLBANE stand forward! You have pledged your life to protect this area. In the name of all those who have not the courage or the words, we thank you!

"HAUK VADURSON! To you I say that we are all in your debt. If not for your family's sharing of your stores, we would have all starved by now. Your family has more than earned a chance for battle, glory and honor!

"Let there be great rejoicing for the prophecy says these are the chosen!" The longhouse erupts in roars and shouts of encouragement!

Following much backslapping and rejoicing you are taken to stand before the great hall's fire. The Jarl stands quietly while the old seer speaks once again.

"This is what I know of your task: You must spark fire within the high cup of the ancient rune totems. Inlaid in each of the obelisks are the magical runes of our ancestors. When fired, the runestones glow brightly up toward the gods, imploring them to help us. The

more runestones you fire, the more likely the gods will notice us."

The Jarl then says, "You must set the fire holders ablaze as you make your way to and from the old temple beyond the haunted wood. Forget not to add a touch of magic runeweed to each fire. At the temple you must interpret the River Runes and make the correct offerings. This may help attract the notice of the gods. Lore says that you must depart at first light and return by dusk of the same day for the offering to be noticed. Dawn is fast approaching and you must not tarry!"

Give the PCs the map of the runestones. Neither the Jarl nor the seer knows any more. Neither will they say why they are called River Runes. The PCs are also given the following items:

- 4 one-gallon jugs of oil
- 6 torches
- 6 sets of flint and tinder
- A small bundle of sacred runeweed (a small amount must be burned in each runefire; it keeps sacred fires burning for hours)
- 2 regular lanterns
- Snowshoes or skis for each PC who requests them

Offerings include:

- a solid silver hammer
- a gem encrusted warrior's breastplate
- a gold inlaid woman's brush set
- a single fist-sized green emerald gemstone

Lighting the First Runefire (Location 1)

The Jarl and the old seer Orast quietly lead you from the roar of the longhouse out to an odd rock outcropping behind the village. You have seen the rune stones before but paid them no heed, since no one has ever done anything with them for as long as you can remember. The top bowl 10' above the ground is filled with snow. It must be cleaned out before a fire can be lit.

Unknown to the PCs all of the runestones are guarded or trapped. This one is no exception. As soon as a PC touches the runestone read the following to the group:

The world around you turns sideways and you fall into the snow. You are seized by vertigo. You cannot seem to determine which direction is up! Your stomach lurches and you feel nauseous. Many horrible misshapen creatures swoop suddenly down and attack you!

Until the PCs defeat the creatures, they suffer a -4 penalty to attacks and saving throws. In order to stand, a PC must roll under half his or her Constitution score. Alternately, a PC may elect to attack while prone, suffering an additional -2 penalty to attack and allowing the creature a +4 to attack.

The attacking creatures are mischiefs. They have already used their mirror image ability, so they seem to be 16 creatures attacking instead of five.

Mischief, snow (5): INT: Very; AL: CN; AC: 7; MV: 6, Fl 12; HD: 2+2; HP: 18, 16, 14, 13, 13; THAC0: 19; #AT: 4 (claw, claw, bite tail); DMG: 1d4/ 1d4/ 1d4/ 1d6; SA: cold touch, innate spells; SD: mirror image; SZ: S; ML: 13.

Snow mischiefs are small, winged creatures from the para–elemental plane of ice. Loki brought the mischiefs here and asked them to "have-fun" with the mortals. The creatures attack the PCs, the jarl and Orast. They fight with reckless abandon, for when they drop to zero hit points, they are sent back to the para–elemental plane of ice. They use their *vertigo* ability (described in the text above) to disorient the characters and *mirror image* to confuse them. Their cold touch drains one point of Constitution each time they hit with a claw attack. The effect lasts one turn per successful claw hit, assuming that measures are taken to warm the affected victim. If the victim's Constitution reaches zero, he falls unconscious for a turn and awakes weak and unable to move until his Constitution reaches half of its original score. At that point, the victim can begin to move around again.

The jarl tries to protect the seer and is able to kill a creature each round, but Orast's Constitution, not being very high in the first place, drops to zero and he falls unconscious. Each mischief will flee if injured.

Following the attack, the jarl urges the PCs to begin their quest.

"You must now hurry. Dawn has come and you must complete your quest by sundown! I will light this fire and take care of Orast. Go, and may the gods lend you speed!"

Frost Giants (Location 2)

A band of frost giants has been recruited by Ullr with the promise of an endless winter if they will keep all humans away from the runefires. As the party approaches they will see four large shapes through the blowing snow. These are four of the frost giants sent to guard this runestone, they are standing equally spaced around the stone but they have been here for awhile so that they appear to be nothing but snow drifts.

You continue trudging through the snow in search of the next runestone. You know it should be in this area. Ahead, through the blowing snow, you can make out what looks like five snow drifts. Perchance the runestone is beneath one of the drifts?

When the PCs approach to within 25' the giants will explode from the drifts, throw boulders at random PCs, and then charge. When each individual giant has taken half damage he will leave the battle and retreat to the snow bridge encounter (encounter 6), and if two giants are killed, the other two will immediately retreat. The giants are much faster than humans through the large snow drifts and should easily elude them in the blowing snow.

Frost Giants (4): INT: low to average; AL: CE; AC: 0; MV: 12; HD: 14 (+1-4 hp); HP: 65; THAC0: 7; #AT: 1; DMG: Great axes 2d8+9 or thrown boulder 2d10; Size: H (21'); Morale: 14.

The Right Path

Ice Trolling (Location 3)

The hard ground gives way to a crust of snow as it rises toward the icy peaks before you. Stands of pine and aspen dot the landscape. An especially dense clump of giant fir trees straddles the mountain pass ahead of you where, according to your map, the next runefire awaits.

Pushing aside a branch, you see a large, shadowy clearing. In the center stands an ancient pine, the boughs spreading in a canopy at least 20 feet wide. Its trunk has been cut off at a height of about 15 feet, and it looks like the runestone belongs there. You do not see the runestone, however.

A tribe of ice trolls has moved in to some caves nearby. When they arrived, they triggered the totem trap, summoning the monster—it was delicious. Considering the stone lucky, they carried it to their lair, which is just over the rise and about 30 feet down the mountain. No matter what the PCs contrive, they can't make a substitute. They will have to search for it.

Finding the trolls' cave does not take more than 30 minutes. Broken branches

and such indicate the passage of large creatures; there are no footprints. To reach the cave, the PCs have to climb down a steep icy slope.

The cavern inside is about 20 feet high. The ice troll tribe, led by the giant frost troll Grungg, is oversized and will probably split into two in the spring, but for now they are united behind their leader. All of these creatures are intelligent, so they will not blindly attack. The rune totem is in the back of the cave.

Knowing how dangerous humans and demi-humans can be, Grungg is trying to wean his tribe from their preferred diet. He is willing to parley with the characters if they do not initiate hostilities. If the PCs attack, the tribe will use coordinated tactics on the intruders. If more than five of the tribe members are slain, Grungg will go berserk and fight to the death.

A deep, massive voice calls from within the cave, "Who there? What want?"

If the characters don't attack immediately, Grungg will begin talking to them.

If the PCs respond, the voice tells them to come closer. As they approach the cave, what they thought were ice chunks against the cave walls turn beady black eyes toward them. Once he learns what they want, Grungg drives a hard bargain. He starts with demanding all of their weapons, treasure, food, and a promise of five cows to be delivered to them. He can be bargained down to all of their food and two cows to be delivered within one week. Once an agreement is reached, he will carry out the stone and put it on the island shore.

If you are using the characters provided, Grungg becomes smitten with Tamor Bolkii the instant he sees her. He tries to convince her to stay and be his mate. He talks about how strong he is, how powerful his tribe is, how much fish they have, and how they could have many strong children. He will plead for her to stay, but will reluctantly let her go, asking that she return to visit when the cows are brought.

Grungg, Giant Frost Troll: INT: Average; AL: CE; AC: 5; MV: 12; HD: 8 HP: 52; THAC0: 13; #AT: 1 or 2; DMG: 2d6+7 (club) or 1d8/1d8, or hurl rocks for 2-16; SA: none; SD: Hit only by magic weapon, regeneration in water, immune to all cold attacks, fire and acid attacks cause extra +1 per die damage; SZ: L; ML: 15. Giant frost trolls are a combination of ice troll and frost giant. Sample Dialogue for Grungg:

"No can have lucky rock, brings tastees."
"What give for lucky rock?"
"Want all food, goodies, and many cows."
"Very pretty. Me stuck in heart."

Ice Trolls (15): INT: Average; AL: CE; AC: 8; MV: 9; HD: 2; hp:14 each; THAC0: 19; #AT: 2; DMG: 1d8/1d8; SD: Hit only by magic weapon, regeneration in water, immune to all cold attacks, fire and acid attacks cause extra +1 per die damage; SZ: L; ML: 11.

Once the PCs recover the rune totem, they must take it back to the pine and place it atop the trunk before lighting the fire. It will not light up anywhere else. Once the totem is back in place, the fire is easily started. No monster will be summoned.

Rock Talk (Location 5)

The terrain becomes broken and strewn with rocks as you near the wide snow fields at the base of the mountains. The map indicates that the next runefire you seek sits upon a balancing rock at the top of the moraine you are now climbing. After traversing several large boulders and navigating a treacherous scree (rock slide) field, you finally arrive at the balancing rock. To your dismay the runefire brazier is nowhere to be seen! All that remains are the pieces of a huge, ancient statue. Its kneeling legs and hips still rest at the center of the stone.

When the PCs investigate behind the base, read them the following:

The torso and arms, broken into several chunks, lie prone behind the statue's base. The head lies on its side looking away at the far edge of the rock. Its nose and the horns of its graven helm have been broken off. A small owl shelters itself from the wind on the leeward side of the fallen head.

The owl is a talking owl but won't talk to the characters until he has determined their purpose and morals. If a the PCs walk around to the front of the idol's head, the idol will speak to them. The first thing he'll say is, "Will you set me upright?" If the party complies, he will ask them what they're doing here. As long as the party doesn't mistreat the idol or the owl, they will cooperate with the characters. If the characters ask him how he was broken up, he'll explain that a couple of mountain giants battered him into pieces last summer. He'll explain that the runefire vessel was stolen 20 days ago but that he couldn't see who took it. "Maybe my friend, Galen the owl, can help you find it," he says. At this point the owl will speak, "It is a worthy cause. Yes, I will help you." With that, he'll fly off. A turn later he'll return to the party.

The owl flies in and lands on (choose a character's name)'s shoulder. He says, "I think I may have found it. I smelled smoke over a crevice about a half mile to the east. The scent was reminiscent of roast rat," he says, licking his beak. "Intermingled with the aroma of meat was the unmistakable tinge of runeweed, a type of incense that is burned in the runefire brazier first to consecrate it."

The owl leads the party to a large crevasse which winds its way about one hundred yards, allowing only single file passage before opening up into a 30 x 20 foot clearing. On the right side of the clearing is a small cave opening. A misshapen creature wearing a crude shroud of furs half limps, half hops toward you. The rough cloak conceals his face and body. You see several others of varying shapes and sizes moving about in the shadows of the cave. A few chunks of snow fall upon you. Looking up you notice a hidden ledge, visible against the background now only because of the boulders being precariously balanced on its edge by unseen assailants. The cloaked figure murmurs several whines, grunts, and whistles before saying in badly broken Common, "Why have you come?"

If the party seems to be getting hostile or nervous, Galen will remind them that they are uninvited guests and they are at a tactical disadvantage. Furthermore, the creatures seem to be civilized and haven't behaved aggressively. For the characters to take the runefire by force, therefore, surely would be a sin against the gods. Certainly the characters can negotiate a peaceful settlement? Perhaps barter for the item in question?

The mongrelmen will not accept money nor gems for the vessel, since they don't have access to villages or towns where they might spend the money. Additionally, they realize that this item must be important to the party and will bargain shrewdly. They will accept either a useful, permanent magic item or several useful non-magical items in trade such as tools, weap-

ons, or household goods. The mongrelmen are currently using the runefire receptacle as a cooking pot, although they will not divulge this to the characters. If attacked, they will fight to the death.

Once the party secures the runefire brazier, they'll need to return it to the balancing rock and light it.

Talking Owl (1): INT: Exceptional; AL: LG; AC: 3; MV: 1, Fl 36 (C); HD: 2+2; HP: 11; THAC0: 19; #AT: 3; DMG: 1-4/1-4/1-2; SA: Swoop (+2 to hit from 50 feet or higher and claw damage is doubled (2-8/2-8), but no beak attack allowed); SD: Never surprised, detect good, Wis 21; MR: 20%; SZ: S (6 foot wingspan); ML: 15.

Stone Idol (1): INT: High; AL: LN; AC: 1; MV: 0; HD: 5 (head only); HP: 24; THAC0: Nil; #AT: Nil; DMG: Nil; SA: None; SD: None; SZ: L; ML: 15.

Mongrelman Leader (1): INT: Average; AL: LN; AC: 4; MV: 12; HD: 5; HP: 37; THAC0: 16; #AT: 1; DMG: 1d12; SA: Nil; SD: Camouflage, Mimicry; SZ: M; ML: 13.

Mongrelmen (25): INT: Average; AL: LN; AC: 5; MV: 9; HD: 3-4; HP: see below; THAC0: 17; #AT: 1; DMG: 1d10 ; SA: Nil; SD: Camouflage, mimicry; SZ: M; ML: 12. Half of the mongrelmen have 25 hit points each, the rest have only 12 each.

Mired in Evil (Location 7)
This section of forest closest to the lake lies partially submerged. A thin layer of algae-covered water covers a bed of thick, stinking mud that pulls and sucks at your feet with every step. The mud and water are warmer than the surrounding air, leading you to the conclusion that hot springs must be nearby. Your attention is drawn to the left by sounds of splashing and gasps. It appears that a small boy, covered by slime and algae, has fallen into a pond. The runefire that you seek rises out of the center of the pond atop an ancient stone pole. The boy grabs at the pole, but his hands slide off the slick surface.

After one round, those in the mud will be attacked by eight swamp skeletons. Any characters in the water will be targeted by the skuz that has taken the shape of a boy. During the first round, the boy (skuz, using his power of suggestion) will cry out "Swim to me! Save me!" Randomly select a PC to make a saving throw vs. spells to avoid the effect of the suggestion. After the characters have all had their actions, read the following:

The ground erupts next to you, spattering you with mud as a dripping skeleton pulls himself up and lurches toward you. Looking about, you see the horrified scene replayed as others rise from the mud, clawing at the flesh of your companions! In the pond, an equally frightening event unfolds. The boy's form stretches and expands into a slimy, tent-like creature with a vague, shapeless head gurgling weird laughter.

Also pay close attention to their rusting touch ability (see appendix for complete details). The skuz and the swamp skeletons will fight to the death.

Skuz (1): INT: Exceptional; AL: CE; AC: 0; MV: 1, Sw 15; HD: 11; HP: 67; THAC0: 9; #AT: 2; DMG: 2-12/2-12; SA: Energy drain, spells; SD: +2 or better weapon to hit; MR 25%; SZ: M; ML: 20.

Skuz can use the following spell-like abilities at will, twice per day: gaze reflection, suggestion, watery double, animate dead, and transmute dust to water. They are immune to all fire-based attacks and take half damage from magical edged weapons. Lower water causes 2d10 points of damage to a skuz, and raise dead instantly kills it.

Swamp Skeletons (9): INT: Non; AL: N; AC: 7; MV: 12; HD: 3+3; HP: 16 each; THAC0: 17; #AT: 1; DMG: 2-12; SA: Rusting touch like a rust monster; SZ: M; ML: 19.

The Left Path

Remorhaz Awakes (Location 4)
The next runestone should be around here somewhere, but it is very hard to see with all the wind and blowing snow. You are certain that you are close to where the map indicates it should be.

The PCs find the runestone without much difficulty here if they perform an organized search. It is half-buried in snow, but not tampered with. Loki's guardian for this one is a remorhaz, which is lying in wait under the snow. When the PCs are 20 feet away from the rune totem, it emits a heat pulse to attract the remorhaz.

You see a sudden red flash of light from the totem and feel a blast of heat. There is a soft hissing sound as the snow abruptly melts around and on the spire. As the spots clear from your eyes, you see that out to a distance of about five yards from the spire, only water and slush lies on the lake ice.

Suddenly you hear a soft hissing sound. Off to one side, a snow drift appears to be moving. In fact, it is moving fairly rapidly toward you.

The remorhaz has no trouble moving through the snow at its normal movement rate. The remorhaz will continue through the snow for two rounds toward any moving PCs, or toward the last moving PC. Ten feet from the PCs it will rear up through the snow to strike, fighting until it or the party is dead.

Remorhaz: INT: Animal; AL: N; AC: overall 0, head 2, underbelly 4; MV: 12; HD: 12; HP: 70; THAC0: 9; #AT: 1; DMG: 5d6 (bite); SA: Swallow whole, heat lash; SD: Melt metal hitting back; MR 75%; SZ: G; ML: 14.

Ice Bridge (Location 6)
This runestone is placed in the center of a large crevasse. Read the following;

"As you approach the next location dark shapes begin to loom out of the snow and a wide crevasse yawns before you"

If the party continues to approach, read the following;

"You look across an ice bridge to see the runestone in the center of the crevasse, but a group of giants has reached the bridge first and are even now threatening to destroy it with the huge boulders they hold above their heads."

This is a separate band of giants, unaware of Ullr's promise of an endless winter. Fortunately for the PCs, this group is willing to bargain.

If the PCs offer any reasonable gift of magical items that the giants would find useful (two or more), or if they offer friendship or at least non-agression, the giants will allow them to pass and light the runestone. However, the giants are impressed only by worthy travellers. If the PCs make a suitable gift offering, then they may pass and light the runestone. If they have make no suitable gifts, then the giants have a demand of the PCs.

"Bring us the body of the remorhaz which lives somewhere to the north. We would feast on its flesh, and we would thank the brave hunters who brought it to us."

If the PCs have killed the remhoraz already, the giants are suitably impressed with their prowess and allow them to pass in exchange for the remorhaz carcass. Otherwise, the giants will

allow the PCs to pass on the promise that they will return with remorhaz steaks—but they will not be allowed to light the runefire until then.

The giants will be good to their word, and the PCs can avoid at least this one fight if they bring back the remorhaz—or at least proof that they have killed it, along with a portion of its meat. The giants, impressed with the PCs good manners and bravery, will allow them to pass and to light the runefire.

If the PCs refuse to negotiate, then the giants will attempt to destroy the bridge, denying them passage. Half of the giants will hack away at the far side of the snow bridge, while the other half will throw boulders and huge ice chunks at the near side of the bridge in an effort to collapse the bridges and isolate the runestone. After suffering 100 points of damage, the bridges will collapse, leaving 40 foot gaps. The rock-and-ice-throwing giants hit the bridge automatically each round, causing 2d10 damage each. Once the PCs close with a giant, it turns to fight them. While fighting on the bridge, any giant's attack roll of 16 or higher forces the victim to roll 1d20 vs Dexterity or be knocked into the chasm and certain death (barring flight or similar magic). The giants will fight to the death or until the runefire is lighted—whichever comes first.

If the bridge has fewer than 20 points, it has been seriously weakened and will not support more than three party members (approximately 600 pounds) at one time. If more try to cross at once, the bridge will collapse, hurling the PCs into the chasm below unless they successfully roll below half of their Dexterity scores, in which case they are left hanging onto the side of the chasm.

Any party member wise enough to ask the condition of the bridges will be able to tell if it is safe or unsafe (but not that exactly three persons may cross safely).

If one or both of the ice bridges are collapsed the party must devise a reasonable way across the 40' gaps or they must turn around and take another route, the chasm itself is impassable.

Frost Giants (9): INT: low to average; AL: CE AC: 0 MV: 12; HD: 14+(1-4); HP: 60; THAC0: 7, #AT: 1; DMG: Great axes 2d8+9 or thrown boulder 2d10, SZ: H (21'), ML: 13.

Frost Giant Lair (Location 8)
This runestone has been carved into the top of a small craggy ridge. A band of frost giants have taken up residence in a cave in the ridge.

Frost Giants (Jarl Dei, Menja Ulfwife): INT: Low; AL: CE; AC: -2, 0; MV: 12; HD: 14 + 1-4 hit points; HP: 82, 55; THAC0: 7 or 5; #AT: 1; DMG: 1-8, or by weapon (2d8+11, 2d8+9); SA: Hurling rocks for 2-10 (2d10); SD: Impervious to cold; SZ: H; ML: 16

Menja normally defends herself with two pet yeti which she keeps on chains like attack dogs.

Yeti (2): INT: Average; AL: N; AC: 6; MV: 15; HD: 4+4; HP: 24, 23; THAC0: 15; #AT: 2; DMG: 1-6/1-6; SA: Squeeze attack results from any hit roll of "20" and does 2d8 points of damage; SD: Immune to normal cold, invisible in snow and ice; SZ: L; ML: 13.

Fjalar the Witch Doctor (Priest/Wizard 5/3): INT: High; AL: CE; AC: 0; MV: 12; HD: 14+1d4; HP: 45; THAC0: 7; #AT: 1; DMG: 2d8+5 (axe) or 2d10 by thrown boulder; SA: spells; SD: nil; SZ: H; ML: 13.

Spells: *shocking grasp, ventriloquism, invisibility, cure light wounds (x4), faerie fire, command, resist fire, hold person, hold person, curse* (touched PC has Strength reduced to 3 for 5 turns).

Fjalar will be invisible at the beginning of the encounter and will use this to approach one of PC warriors from behind and apply the curse. He may use the ventriloquism spell to confuse the PC and remain invisible. He will still leave footprints in the snow but the PC must ask or look around at the right time.

Lodin and Verdandi, Immature Frost Giants: INT: Average; AL: CE; AC: 0; MV: 12; HD: 12; HP: 35, 40; THAC0: 7; #AT: 1 or 2; DMG: 2d6+7 axe or 2d8 thrown boulder; SA: nil; SD: nil; MR nil; SZ: L.

The frost giants will be arrayed at the top of the ridge and will attack as

the PC begin to climb. It will take the PCs three rounds to climb the ridge. Fjalar will make his curse attack during the second round and Menja will release her yeti on the 3rd. The yeti are invisible in the snow until within 10 yards. During this time Jarl Dei and his two sons Lodin and Verdandi will be hurling boulders at the PC from the top of the ridge.

As before, any giant which reaches half hit points will disengage and all will retreat if any two are slain. Menja will only fight directly if one of her sons is killed, otherwise she will attempt to keep her distance and hurl boulders. The giants have nothing of use to the PCs except Dei's axe.

These giants also believe that Ullr has promised an eternal winter. If the PCs think to trick the giants into believing that the only way Ullr can send the winter is if the runefires are lit, then they may escape without a fight. But their argument must be a convincing one.

Enter The Haunted Wood (Location 9)

The trip has been dangerous, but things are about to get worse. When the PCs approach the Haunted Wood, read the following:

Before you stands a dark thicket of primordial forest. A narrow path is barely visible in the weald. The snow is lighter on the ground here, as most of it hangs heavily in the thick canopy. The dark ceiling of snowy branches bars the light from the wood, perpetuating a twilight in the forest. An evil darkness lurks inside.

Some of the stories that the tribe tells of the Haunted Wood are below. Only if the PCs are from the tribe or have heard the stories would they know any of them.

Stories of the old wood:

1. Giant ravens inhabit the old wood and attack unwary travelers. (True)
2. A dragon resides in the woods. Its mate was killed by hunters three score years ago. It seeks revenge on all who pass by. (True & False. A dragon was killed in the wood 34 years ago, but it had no mate. No dragon currently resides in the Haunted Wood.)
3. Some trees are alive. They hate all living things, and kill innocent travellers with zest and zeal. (True—frost treants)
4. A witch lives in a cabin near the edge of the wood. She is crazy, acting sometimes good, sometimes evil. (False).
5. Thousands of undead haunt an ancient battlefield nearby but will not enter the Haunted Wood, for even they fear what lies within. (True & False. The undead cannot leave the battlefield. That is why they cannot enter the wood.)
6. Small fairy creatures inhabit the wood. Even if you die a valiant death fighting these creatures you cannot go to Valhalla since they are not considered worthy foes. (False)

The Haunted Wood is an old-growth forest which has lain undisturbed for centuries. Because of the thickness of the undergrowth (dead limbs, old vines, etc.), travel off of the path requires one turn of cutting and hacking to move 100 yards.

The path you are on weaves back and forth through the wood. Each curve is about 50 yards from the last, and you can never see more than 30 yards ahead at any time. The path is narrow and can only accommodate one of you at a time, so you must move in a single file.

After the PCs travel the path for half an hour, the following happens:

There is no doubt that something in the woods in watching you, following you. You can hear something . . . but you can see nothing in the darkness. As you turn another bend in the path, the way ahead appears blocked by a small copse of trees. They seem to be growing in the path. They will have to be cut down in order to pass.

If the PCs retreat, and ONLY if they do, read the following. It occurs 50 yards from the blocked path.

Strange as it may sound, the way behind you is blocked by a similar small group of trees.

The trees are frost treants, an evil variety of treant. If the PCs move to within 20 feet, take any hostile action, or leave the path, they attack. The group to the PCs' rear attack two rounds after the fight begins.

Frost Treants (15): INT: Average (10); AL: CE; AC: 0; MV: 12; HD: 7; HP: 38 each (seven in front group) 10 (eight in rear guard); THAC0: 13; #AT: 2; DMG: 2d8; SA: nil (these treants cannot animate the trees around them); SD: Never surprised; SZ: H; ML: 15.

Frost treants hate all living, breathing things, but they tend to attack sentient beings rather than animals. They will continue to attack until they or the PCs are dead. The runestone lies in a clearing further down the path past the frost treants. The treants will not enter the clearing, so if the party can win their way past the seven that were at the front of the party, they will be safe from further attacks by them.

The Old Man (Location 10)

Your progress through the haunted wood continues slowly. But you do see a clearing ahead. In the center of the clearing is the figure of an old man in a black and red cloak. He sits resting against the runestone. His back is turned to you and from his position he appears to be sleeping. Several black sheep also graze in the clearing.

The old man is in truth Loki, the god of deception. He really doesn't care whether they complete their quest, just so long as he is entertained. He has created the illusion of a runestone in this location; it does not really exist. When he disappears, so does the stone.

If the PCs sneak in to get a look at his face, tell them that he appears to be late in life and has an old wrinkled weather worn face and hands. When the PCs touch him or make a loud noise, the old man will awake with a sudden start.

"Oh, Oh don't hurt me, please! I am but a simple shepherd. Please I'll do anything you want. Please don't kill me!

When asked, the man will say that his name is Ikol (pronounced "Eye-kol" kol is as "cold" without the letter "d".) Ikol is, of course, Loki spelled backwards. He will explain that he wanders with his sheep (13 of them, should anyone count) looking for places for them to graze. He knows that the Haunted Wood is dangerous, but the snow is lighter here than elsewhere, and his sheep are hungry.

The old man acts harmless, asking the PCs what they are doing; and every time they do something he will ask why they are doing it.

When the PCs light the illusionary runefire, the entire rock will catch fire and burn. Nothing will put the fire out. In three rounds the illusionary stone will burn to nothing. A small black circle will remain where it once stood. Loki is controlling this illusion.

After this happens, the old man will look incredulous at the party and ask why they did this terrible thing. He will call them defilers and cowards, then challenge them to combat. The old man strikes a PC at random with his staff and does 2 points of damage (illusionary). He will continue the attack until

someone returns the attack. Any damage against the old man kills him. When that happens:

The old man crumples to the ground. His lifeless form is inert, and his blood spills onto the ground. A great sound as if horns blowing from afar can be heard, and the sky opens as women riders on flying horses swoop down. You stand transfixed at the sight! They are beside the old man in an instant and in the next moment they are gone back into the clouds. All is silent.

The whole scene is all an illusion. When the PCs start to leave, the next strange thing occurs:

The placid black sheep, which were once standing around quietly eating, all begin moving to the spot where the runestone stood. As they enter the spot they seem to fuse and become a single taller object, the figure of the old man. His features change as each sheep merges until as the last sheep enters he appears as the most handsome man you have ever seen. He speaks in a golden voice, "You will never get to Valhalla by killing old men." With that he vanishes in a burst of bright light!

If the PCs guess it was Loki, tell them that he did resemble rune carvings of the god that they have seen before. They are free to move to the next encounter.

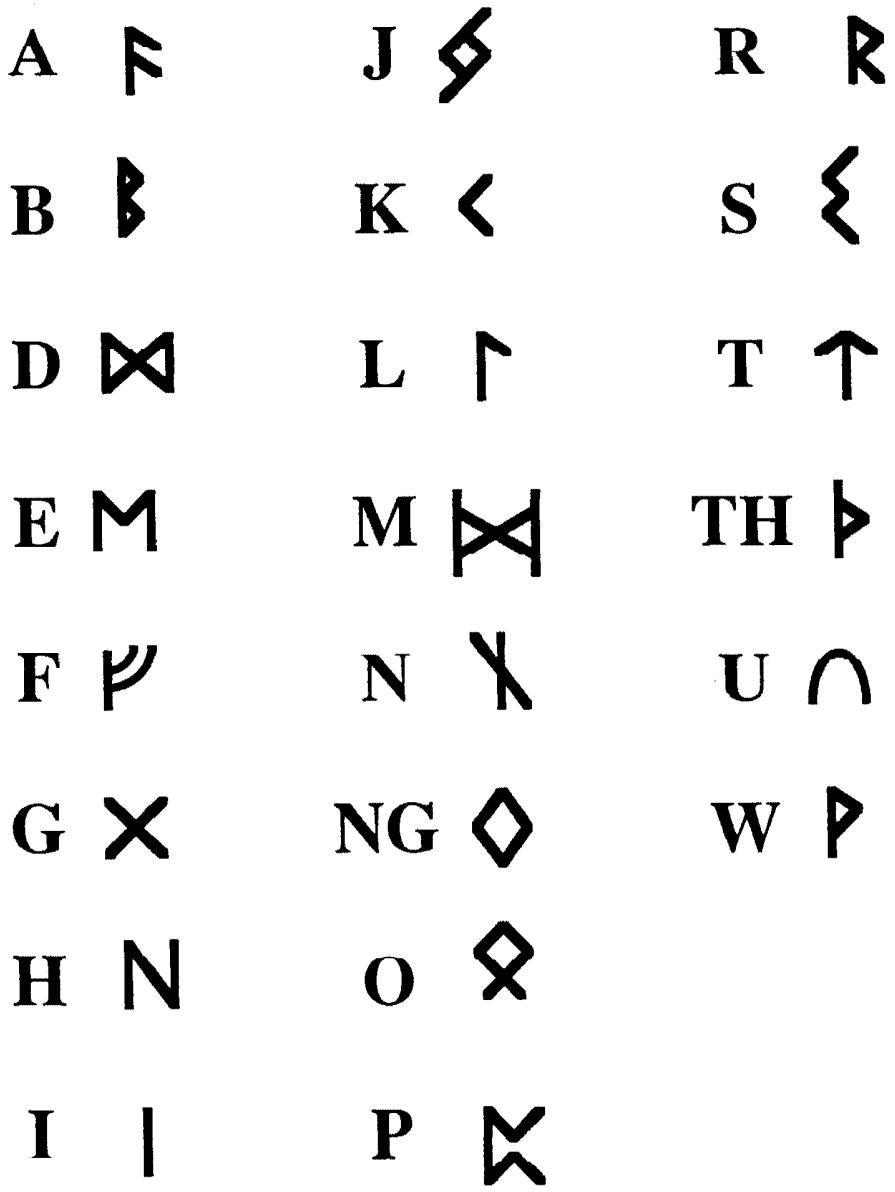
The Cave

Temple Guardian (Cave)
The PCs come across a second old man identical to the first. This is also Loki.

You continue on with your quest looking for the next runestone. Up ahead you see a clearing in the dark wood. In the center of the clearing, the figure of an old man in a black and red cloak sits resting against a runestone. His back is turned to you and from his position he appears to be sleeping. Several black wooled sheep also graze in the clearing.

The runestone in this location is real. If the PCs sneak in to get a look at his face, tell them that he appears to be the same wrinkled old man as the last encounter. When the PCs touch him or make a loud noise, the old man will awake with a sudden start. If asked his name, he will reply:

"I am Harson Svynng, but everyone just calls me



Viking/Northman Runes

'the old man.' Peace, what brings you to the haunted wood?"

The old man listens cautiously to the PCs, then tells them that he is the temple guardian. He was out today looking for a place for his sheep (13 of them, should anyone count) to graze. He acts cautious and wary of the PCs, even after they have explained their quest. He knows the location of the temple and how the runefires work. The PCs will have no problem lighting the fire at this location. The old man will offer to accompany the party to the temple, for it is guarded by magic.

If the old man is attacked, he "dies" when the first blow strikes him. Loki, of course, is not injured by any of this; but he will feign death as long as the PCs don't attempt to defile the "old man's" body. If they do, he will simply vanish.

The Temple (Cave)

Eventually you come to an old archway set in the mouth of a cave. The figures of two female warriors are carved on opposing sides of the cave mouth.

"The cave is guarded by the two stone warriors. It is a place of worship, any who attempt to enter with weapons are attacked," whispers the old man.

True and False. The cave is indeed guarded by the two statues. The statues are caryatid columns. They will animate and attack anyone who is not wearing a weapon, for they are not worthy of entering.

Caryatid Columns (2): INT: Non; AL: N; AC: 5; MV: 6; HD: 5; HP: 22 each; THAC0: 15; #AT: 1; DMG: 2-8; SA: nil; SD: see below; MR all saves at +4; SZ: M; ML: 13. Normal weapons inflict half damage; magical weapons inflict normal damage but without magical bonuses. When a weapon strikes the column, there is a 25% chance (not cumulative) that it will snap. Each "plus" of the magical weapon reduces that chance by 5%.

Loki, being a greater god, is not affected by the restrictions of the trap. In guise of the old man, he may approach the columns with his staff, have them animate, then retreat. He will then toss the staff away and walk inside unmolested.

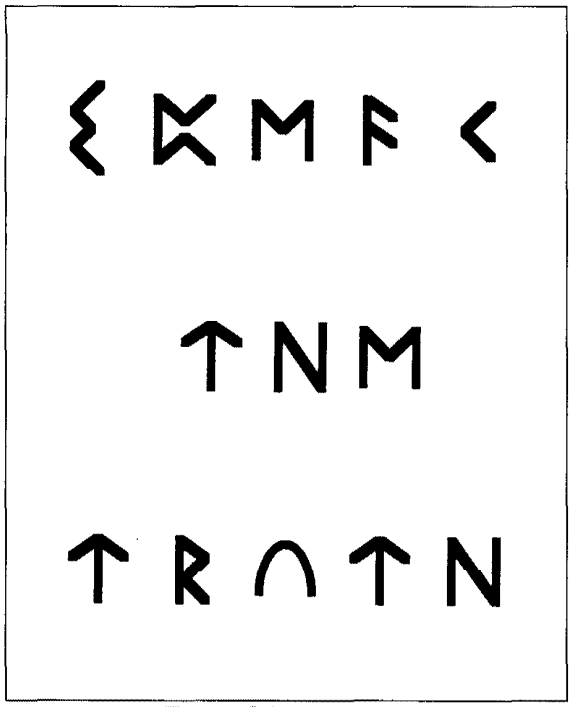
This is a trick to steal the PCs weapons, thus hindering them on their quest. If they surrender their weapons before attempting to enter the cave, the columns will attack. Then Loki reveals himself and escapes with their weapons and/or surrendered magical items, laughing all the while.

The Ritual of Runefire (Cave)

Once the PCs are inside the cave describe to them the following:

A great blue glow illuminates the back of this large cave. The source appears to be a beautiful shimmering waterfall. The magical water cascades slowly down the cavern wall. There is no visible source or exit for the water, yet it flows, shimmers, and sparkles with an unworldly blue light. Otherwise, the room is empty.

The water feels like stone, and it cannot be moved or disturbed. As the party approaches the magical waterfall, shapes begin to form within the falling water. Show the PCs *Rune Message #1.* The message revealed is "Speak the truth." This is a sign for them to say why they are here in the temple. If the PCs fail to explain their mission, repeat the message. After the



Rune Message #1

PCs have explained their plight, give them *Rune Message #2*. The message is "Make thy offering." The PCs must touch three magical items to the waterfall. The waterfall becomes slightly translucent as each item is placed against it. The waterfall drains the magic from the item permanently. The PC may not know that the item is affected. If a potion is used it merely becomes non-magical colored liquid. Once the three magical items have been offered, the waterfall's deep blue colors fade, and it soon grows completely transparent. The PCs can move effortlessly through the waterfall into the room revealed beyond it.

The smaller room is roughly circular. The walls and floor of this room seem to be the same as the waterfall. Are you actually standing on water? It would seem so, but it feels as solid as rock. Below you and in the walls greater and lesser creatures are . . . swimming? Just when you think the walls may come crashing down, three swans glide through the water wall into the room. They stop and look quizzically at you.

The swans are the Norns or "the fates" of Norse mythology. If the PCs do not speak, the swans eventually will.

"Greetings, those of our land. We await what is ours."

The norns already know of the gifts that the PCs have brought. If anything is withheld, the swans will merely stare at the individual who withholds the gift. Things given to the swans will simply sink under the water until out of sight. After all of the tithing has been offered, the swans will turn and swim back into the wall. This is all that happens. The gods like pomp and circumstance; the norns take their offering and go on their way. They already knew the outcome of the quest, and they have no reason to engage in small talk about it.

The water in the room will gradually start closing in on the PCs one turn after the norns depart. It will force the PCs back into the main room. Once everyone is out of the smaller room the waterfall slowly disappears, leaving nothing but an empty cave.

Concluding the Adventure

When the PCs return to the village, the Jarl greets them. He already knows whether they have succeeded or failed, because a sign appeared in the camp after the offering was made. In fact, the Jarl knew whether the PCs would be successful before they did. If they were successful, the Jarl throws a huge feast for them (with most of the last of the food stores), and proclaims them heroes of the tribe. If they failed, he thanks them for their efforts. How the PCs and the tribe survive should depend on what fits into your campaign. For example, the PCs could redeem themselves by helping the tribe find a new home further south, where it is not snowing so much. Or, they could go on a hunt and bring back enough food to see the tribe through another few months.

Spell List

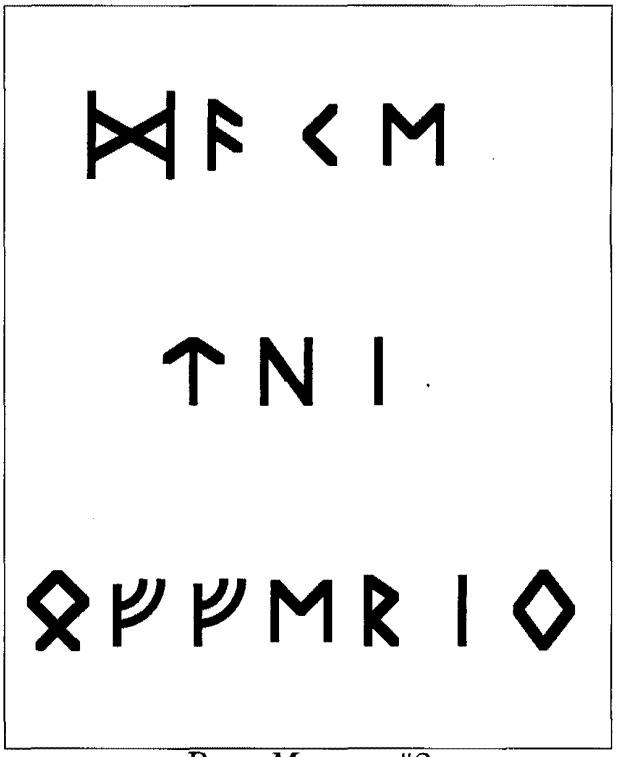
One of the characters provided is a rogue with magical runes that he casts as spells. He does not know what all of them do. He has identified these:

Blur
Burning hands
Dancing lights
Darkness 15' radius
Feather fall
Mirror image
Shield
Taunt
Web

These runes are yet to be completely identified. A colored cloth is attached to each one. He does know how to speak the rune to cause the spell to go off, but he doesn't know what the spell will do.

RED	*Shout*
BLUE	*Slow*
GREEN	*Polymorph other*
YELLOW	*Fireball*
ORANGE	*Delayed blast fireball*
BLACK	*Wall of force*
WHITE	*Monster summoning II*
BROWN	*Clairaudience*
PURPLE	*Wizard eye*

❑



Rune Message #2

Bifrost Haenst Storvirksdotter
9th level Female Human Fighter

STR 15
DEX 17
CON 16
INT 14
WIS 15
CHA 17

Age: 26
Height: 5'9"
Weight: 137 pounds
Hair/Eyes: Blond/Blue
Alignment: Lawful Neutral

AC normal: 0
AC rear: 4
Armor type: Chain/+1 shield
Hit points: 72
THAC0: 12
 # Attacks: 2/1

Weapon Proficiencies: dagger*, short sword*, long bow* (*denotes weapon specialization)

Nonweapon Proficiencies: artistic ability (15), etiquette (17), fire building (14), heraldry (14), musical instrument - harp (16), swimming (15)

Possessions: *short sword of quickness +2*, *cloak of the polar bear* (allows possessor to shapechange into a polar bear once per day, one hour max.), *chainmail +1*, *shield +1*, 2 daggers, long bow, quiver w/20 arrows, hair brushes, sharping stone, whittling tool

You also have clothing once worn by your father when he was Jarl. You wear them now and hope that the outfit still commands respect. The items are a pair of sealskin boots (you had them refitted to your size), a great polar bear cloak, a polar bear fetish (non-magical carving), and a polar bear tooth necklace.

Special Note: Women adventurers in the norse culture were rare. They were looked on with awe (for the valkyrie were women) and scorn (a woman's place is in the home). Please pay close attention to the details of your character background.

Background
Your father was the village Jarl for as long as anyone could remember. He died sixteen seasons ago following a long and protracted illness. It was not a glorious death, but you worked to make him as comfortable as possible until the end. The village held a great feast, and the funeral pyre was the largest anyone could remember. After spending your entire life as the "Jarldotter," the old Jarl is dead.

Four years ago, life was simple. Now it is an endless list of questions to be answered. You wish your father would return, but you know better than to live in the past. Having no brothers, and with mother dead these many years, you are now a free-woman. You have inherited your house and all of its belongings from your father. You have enough to live comfortably. You know how to hunt, fish and gather wild vegetables in the summer. If you marry—and you have had many suitors—all of the property goes to your husband, as do you. You are not ready for this to happen quite yet.

So you live life taking each day and its problems one at a time. You trust yourself to make good decisions and always keep your promises. The elders were uncomfortable about talking to you concerning the new Jarl, but you put their fears to rest by telling them that you are not interested in becoming Jarl. There is too much responsibility in being Jarl, and you prefer exploring the great and wondrous world. You have returned, as you always have, to the village of your birth for the winter. Regardless of your outside adventures, you are always welcome here.

Hauk Vadurson
9th Level Human Male Fighter

STR 16
DEX 16
CON 16
INT 12
WIS 15
CHA 14

Age: 25
Height: 6'0"
Weight: 189 pounds
Hair/Eyes: Red/Green
Alignment: Lawful Neutral

AC Normal: 2
AC Rear: 4
Armor type: chain mail +1
Hit points: 75
THAC0: 12
 # Attacks: 3 per round with hand axe, 3/2 with other weapons

Weapon Proficiencies: hand axe*, 2 weapon fighting style, ambidexterity, battle axe, crossbow, dagger (*denotes weapon specialization, +1 to hit, +2 damage)

Nonweapon Proficiencies: blind fighting (n/a), direction sense (16), endurance (16), heraldry (12)

Possessions: *axe of hurling +2*, *amulet of powerful strike* (allows possessor to add +5 to hit and damage three times per day, use of amulet must be declared before rolling die), *potion of extra healing*, hand axe, battle axe, light crossbow w/20 quarrels, winged helm, and matching armor

Background
The Vadurson name is a proud one with a long tradition of brave and noble warriors. You are no exception. And yet you are. You have the heart, reflexes and weapon skill of a true champion, yet you lack stature. Your brothers are all at least a foot taller than you—even your mother is taller. You just don't understand it.

All your life you have been mocked because you are small. This has only caused you to work harder. You studied and practiced hard, and you were a quick learner. Eventually you began to beat your taller, stronger brothers in weapons training. Brute strength isn't everything in combat. Reflexes, the ability to out think your opponent, and skill and practice: these are the things that you learned that have made you a respected representative of the Vadurson family.

Likewise you have always cheered for the underdog, the downtrodden and the oppressed. You convinced your family to release their slaves and hire them as contract laborers. The cost was about the same, but the freed family worked harder than ever.

You have under risk of your life (from the winter environment) brought food to this village. You would rather die than have these people starve. Now that you are here you are trapped. Could it be that you will starve to death here also?

The MAGNIFICENT ARCANE LOREMASTER of NEVERSUN MOUNTAIN
"You may address me as Loremaster Fran-mar"
20th Level Male Wizard

STR 15
DEX 17
CON 12
INT 16
WIS 13
CHA 16

Age: 30
Height: 6'0"
Weight: 179 pounds
Hair/Eyes: White/Gray
Alignment: Neutral

AC Normal: 3
AC Rear: 6
Armor type: *Bracers of defense AC 6*
Hit points: 45
THAC0: 15
 # Attacks: 1 per round

Weapon Proficiencies: knife, dagger, dart, sling

Nonweapon Proficiencies: ancient history (15), disguise (15), direction sense (14), gaming (16), read lips (14), rope use (17)

Possessions: *bracers of defense AC 6, horn blade (scimitar) +2, potion of healing*, rune sticks, dagger, sling, bag of marbles

Special Note: Please read this carefully and DO NOT discuss what you have read with any other player! Your character's life depends on it! You are not a wizard, but a rogue.

Background
Granted, it's fun pretending to be a great mage, but you had no idea you would be stranded in one place all winter. Especially one as small as this village. You can't make a living in a small village, everybody knows everyone else's business; and if something comes up missing there are too few people who are suspects. But back to your story . . .

You are Svart Snall, a 12th Level Human Male Rogue of Neutral alignment. In your latest travels you found the remains of a body that had been ravaged by winter wolves. The individual must have put up a great fight, as five of the pack had been killed. The unfortunate traveller's pack was completely intact. It appeared to you as though he were guarding it at the time of his death. When you inspected the contents you found out why. The traveller, gods rest his soul, had been a mage, possibly of great power. Inside the bag were clothes, books, and magical rune carvings (possibly worth a small fortune!). You have been studying the carvings (see attached listing) and have learned what some of the carvings will do when cast. They seem to be fairly simple magical spells. You therefore conclude that the others must be more difficult magic. You can cast them all, but not knowing the effect can be dangerous—or lethal.

You had planned to spend a week in the village impressing the kids with simple slight-of-hand tricks and enjoying the villagers hospitality (wizards are greatly respected). But the continual blizzard has trapped you here. You have been recruited for the quest. You don't want to go, but if they find out that you are not a wizard they will kill you. If you stay in the village you will starve to death. Not much of a choice. Who knows, maybe some of the spells could actually help.

You do have a complete set of thieves picks and tools safely hidden away in your robe—just in case.

The following runes you have identified as mage spells engraved in magical runes on enchanted bone: *burning hands, dancing lights, darkness 15' radius, feather fall, mirror image, shield, taunt, web*. You know enough of the runes to be able to properly cast the spell ranged or personal.

These runes are yet to be completely identified. You have attached colored cloth to each one. You do know how to speak the rune to cause the spell to go off, but you do not know what the spell will do: RED (not really sure—wind maybe?), BLUE (no idea whatsoever), GREEN (has the strangest carvings of any of the pieces), YELLOW (one of the elementals but ...), ORANGE (looks like the yellow, but runes are smaller), BLACK (runes are backward on this one), WHITE (this one has runes in groups), BROWN (something to do with sound?), PURPLE (nasty runes look like intestines? Maybe ropes?)

Tamor Bolkii
9th Level Female Trollborn Fighter

STR 18/80
DEX 8
CON 20
INT 12
WIS 11
CHA 7

Age: 26
Height: 6'4"
Weight: 270 pounds
Hair/Eyes: Green/Black
Alignment: Neutral (chaotic tendencies)

AC Normal: 5
AC Rear: 5
Armor type: Hide
Hit points: 98
THAC0: 12
 # Attacks: 3/2 per round

Weapon Proficiencies: club, 2-handed maul, javelin, scourge, sling, spear, warhammer

Nonweapon Proficiencies: brewing (12), cobbling (8), cooking (12), fishing (10), leatherworking (12), weaving (11)

Possessions: *2-handed maul +2, potion of diminution, oil of slipperiness,* scourge, sling w/20 sling stones, warhammer, 6 iron spikes, 50' rope, bag of leather straps, small ball of wax

Background
To be trollborne is to be different. Father human, mother troll. You were found by a raiding party many years ago and brought to this settlement to be raised. People think you are strong but stupid. They are half right. Your cleverness has always gotten you into trouble. Being an outcast in some groups has given you new and wonderful perspectives. You think of ways to solve problems that others do not. "The simplest solution is always best" you will say. Sometimes they believe you, sometimes not.

You have always had to control your anger. You are stronger than those who do not have trollblood. You are not the prettiest woman in the village but you think that you are still a fine catch. All they have to do is notice your keen mind and surely they will be attracted to you.

You never uses contractions or abbreviations when you speak.

Gray Wolff Tattered Fur
10th Level Human Male Druid

STR 14
DEX 16
CON 16
INT 14
WIS 16
CHA 15

Age: 40
Height: 6' 3"
Weight: 225 pounds
Hair/Eyes: Grey/Blue
Alignment: Neutral

AC Normal: 3
AC Rear: 5
Armor type: Hide
Hit points: 70
THAC0: 16
 # Attacks: 1 per round

Weapon Proficiencies: dagger, scimitar, staff, spear

Nonweapon Proficiencies: agriculture (14), animal handling (15), direction sense (17), herbalism (12), religion (16), weather sense (16)

Possessions: *ring of the ram* (9 charges), *spear of lightning* (as javelin), *dagger +2*, *scroll —(faerie fire, cure light wounds, dust devil, spike growth, and trip)*, golden sickle, wooden bowl, tin cup

Redfur Winterwind (Wolf):
INT: Average (10); AL: N; AC: 7; MV: 18; HD: 2+2; HP: 16; THAC0: 19; #AT: 1; DMG: 2-5 (bite); SA: nil; SD: nil; SZ: S; ML: 14.

At the moment, you have only the following spells in your memory. To change and/or add spells, you must have eight hours of rest.

Major Spheres: All, Animal, Elemental, Healing, Plant, and Weather
Minor Spheres: Divination

First Level Spells: *invisibility to animals, detect snares and pits, cure light wounds, cure light wounds, cure light wounds, faerie fire;*
Second Level Spells: *speak with animals, obscurement, flame blade, flame blade, heat metal, produce flame;*
Third Level Spells: *hold animal, stone shape, water walk;*
Fourth Level Spells: *cure serious wounds, cure serious wounds, control temperature, 10' radius;*
Fifth Level Spells: *animal growth, cure critical wounds.*

Background
You and Redfur have travelled many a mile across this great glacial plain. You do not mind helping these people as long as they do not put restrictions on you. Many do not understand the bond between you and Redfur. She is your steadfast companion, loyal and true.

Redfur was somewhat frightened when she learned that you had human form and ran away from you when she found out. She has since become accustomed to it, however, and the two of you have become steadfast friends.

Special Note: Redfur will not remain in the village to await your return. She wants to be by your side and will not leave you even if you are killed. Likewise, if she dies, you must roll a saving throw versus death magic. Failure means you "berserk" against her killers. A successful save means that you can withhold your grief, but will carry her lifeless body for the rest of the adventure. You will be considered completely encumbered.

Ivar Trollbane
9th Level Human Male Ranger

STR 18/45
DEX 15
CON 16
INT 14
WIS 16
CHA 13

Age: 43
Height: 6'5"
Weight: 257 pounds
Hair/Eyes: Blond/Brown
Alignment: Neutral Good

AC Normal: 3
AC Rear: 5
Armor type: Hide/Shield
Hit points: 84
THAC0: 12
 # Attacks: 3/2 per round

Weapon Proficiencies: club, dagger, hand axe, long sword, long bow, spear, whip

Nonweapon Proficiencies: endurance (16), fire-building (15), hunting (15), mountaineering (n/a), set snares (14)

Species Enemy: +4 to hit versus trolls

Ranger Skills:
Hide in Shadows: 56%
Move Silently 75%
Tracking: 19 (out of 20)
Animal Rapport: animal saves vs rods at -3

Spells Known: *invisibility to animals, pass without a trace*

Possessions: *spear +2, potion of fire breath, arrow of direction, ring of warmth,* long sword, long bow, quiver w/ 20 arrows, hand axe, dagger, whip, pipe and tobacco, extra bow strings, small ball of wax, tin cup

Background
Trolls! By the gods, how you hate trolls! It wasn't always like that. You were seventeen or eighteen when you and your brother Svenn were surprised by a hunting party of trolls! You put up a good fight, killed one, but were ultimately captured and taken back to their lair. How they tormented you while you were trapped in that little cage! They ate your brother slowly; it was agony watching him die.

Then your turn came. But the evening before you were to be supper, a troll female came to your cage and offered you a deal. She would help you escape if you would become her mate! Seeing no other options you agreed. She released the lock on your cage and the two of you sneaked off into the dark. You had hoped to lose her immediately, but she had other plans. She secreted you to a hidden cave deep within the same mountain area and kept you prisoner. You were trapped in the smaller cave for weeks. Every other day she would come and visit you bringing food and water and trying her horrid best to force her "affections" on you. One night she drank herself into a stupor, and you sneaked away to make your way back to civilization.

You do not sleep well. Every night you are plagued by nightmares of the horrid weeks you spent in captivity. You awake in the middle of the night bathed in sweat, shaking from the cold (even on warm nights). You feel that you can never integrate into society following that incident, so you keep moving. With no family, and after your wretched ordeal, what woman would ever want you? So you just keep patrolling this glacial plain and the small villages. Your life's duty is to keep them safe from trolls. No one should endure the horrors you have known.

A World of Your Own

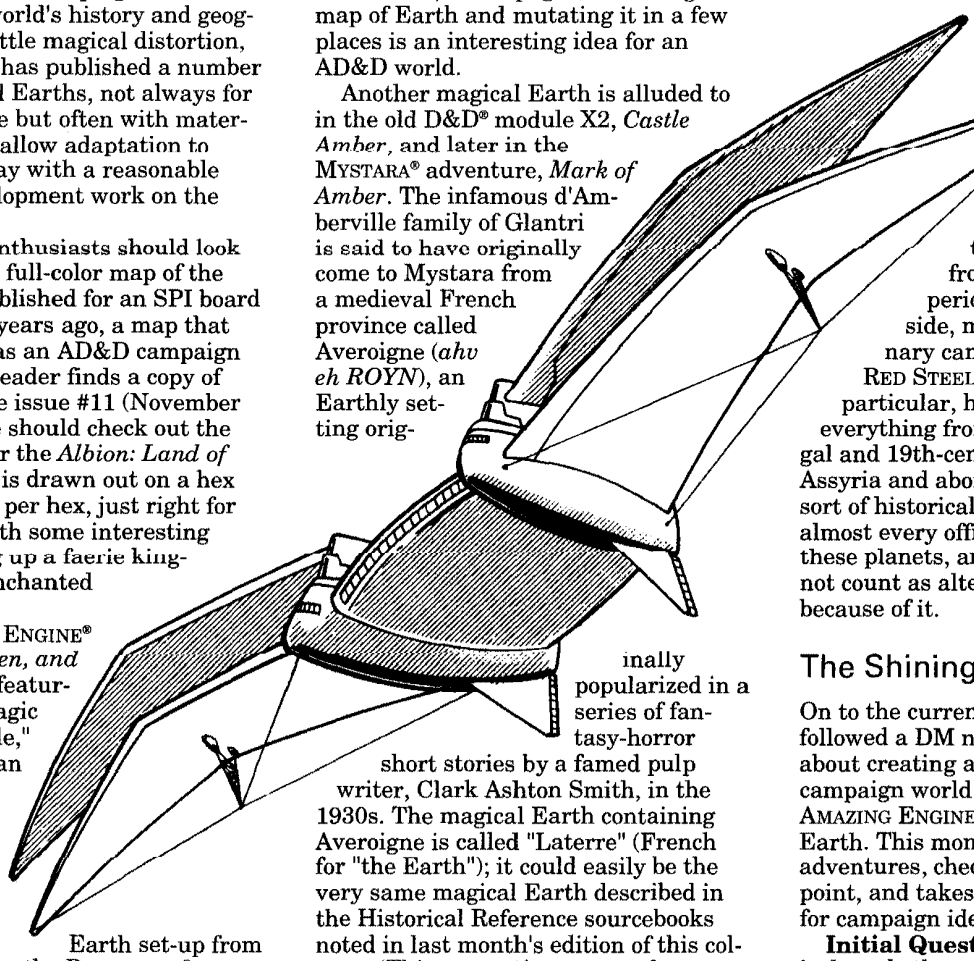
High Jinks on a High Magic Earth (Part 2)

by Roger E. Moore

Last month, we looked at several "magical Earth" AD&D® campaigns founded upon our own world's history and geography (with a little magical distortion, of course). TSR has published a number of these magical Earths, not always for the AD&D game but often with material sufficient to allow adaptation to AD&D game play with a reasonable amount of development work on the DM's part.

Conversion enthusiasts should look for a marvelous full-color map of the British Isles published for an SPI board game about 15 years ago, a map that begged for use as an AD&D campaign setting. If any reader finds a copy of ARES™ Magazine issue #11 (November 1981), he or she should check out the inserted map for the *Albion: Land of Faerie* game. It is drawn out on a hex grid of 12 miles per hex, just right for role-playing, with some interesting notes on setting up a faerie kingdom on those enchanted islands.

The AMAZING ENGINE® *For Faerie, Queen, and Country* game, featuring low-level magic and "little people," is set in Victorian England and could be converted to AD&D rules and appended to the Gothic Earth set-up from the RAVENLOFT® *Masque of the Red Death & Other Tales* boxed set and the *Gothic Earth Gazetteer*. (POLYHEDRON® Newszine readers will recall Bill Connors' past Gothic Earth articles and the current LIVING DEATH™ campaign run by the RPGA® Network.)



Other examples of magical Earths in TSR literature are obscure but fascinating. Gary Gygax's original vision of the GREYHAWK® setting, for instance, was to place it on an altered Earth. For details, see the DANGEROUS JOURNEYS™ NECROPOLIS™ adventure, page 4, and the first page of Gygax's incomplete serialized novel, "Gnome Cache," published under a pseudonym in DRAGON® issue #1 (June 1976; check page 28). Taking a map of Earth and mutating it in a few places is an interesting idea for an AD&D world.

Another magical Earth is alluded to in the old D&D® module X2, *Castle Amber*, and later in the MYSTARA® adventure, *Mark of Amber*. The infamous d'Amberville family of Glantri is said to have originally come to Mystara from a medieval French province called Averoigne (*ahv eh ROYN*), an Earthly setting originally popularized in a series of fantasy-horror short stories by a famed pulp writer, Clark Ashton Smith, in the 1930s. The magical Earth containing Averoigne is called "Laterre" (French for "the Earth"); it could easily be the very same magical Earth described in the Historical Reference sourcebooks noted in last month's edition of this column. (This connection was made explicit in the optional AD&D accessory, *Chronomancer*.)

As long as we're talking about the MYSTARA campaign, the continental outlines of the entire Known World are based upon continental-drift maps of Earth during the Jurassic period, 135 million years ago. The Permian supercontinent Pangaea had broken apart at that time, and you can make out the shape of the future continents North America, South America, and Africa in the mess. The world map for the Known World was first published in the inside covers of the DM's rules booklet in the D&D Master Set from 1985; this map was later reprinted in DRAGON issue #153, on page 69.

Many of the various kingdoms of the Known World were inspired by real world nations from history, but they are quite jumbled together, with countries from wildly differing time periods existing side-by-side, making for extraordinary campaign variety. (The RED STEEL® campaign region, in particular, has countries founded on everything from 17th-century Portugal and 19th-century Texas to ancient Assyria and aboriginal Australia.) This sort of historical borrowing goes on in almost every official AD&D world, but these planets, and Mystara as well, do not count as alternate "Earths" just because of it.

The Shining Man

On to the current topic. Last month, we followed a DM named Larry as he set about creating a "visitors only" AD&D campaign world based upon the AMAZING ENGINE MAGITECH® version of Earth. This month, Larry creates some adventures, checks the players' viewpoint, and takes stock of his resources for campaign ideas.

Initial Quest: The primary question is, how do the world-hopping PCs to get to the island? Through a *gate*, Larry decides. A transplanar explorer from MAGITECH Earth was killed on the PCs' current planet. His personal effects include a magical coin that will transport those around it to a prehistoric stone *gateway* in Madagascar when the cryptic letters carved on the coin are recited. (An unknown extinct race built the *gate*; it currently seems to be unguarded in the wilderness.)

When the PCs arrive on the island, they have a few strange encounters of Larry's choice before finding a paved,

two-lane highway to the capital. On the way, they meet an old, rich dwarf in a self-driving limousine. The dwarf, who says his name is Martin, speaks with a German accent, uses a gold-headed cane, and wears a white leisure suit.

(He registers as lawful neutral and has numerous magical devices—rings, clothing, his car, and other strange items.) Martin uses a magical translator to greet the PCs, chat with them, and make the PCs an offer. (Oddly, he isn't put off by their looks.) If the PCs will perform a complex mission for him, he will see to it that they are returned to their homes, wherever they are, in complete safety. If they refuse, they are free to go, no strings attached. (They will be followed, however, by plainclothes private detectives in Martin's pay.)

If the PCs agree, they are swiftly introduced to such bewildering wonders as gunlike wands, aluminum armor, clairscopes, talkie-balls, power tomes, reflectors, wrist watches, bus golems, autocarriages, Damascus air carriers, autobulettes, and seven wonder soap. They are given a few useful items, some changes of clothing and armor, and asked to visit some old, distant ruins to hunt in one particular building for information on a World War II project called *Der Leuchtenmann* (German for "The Shining Man"). Any pieces of equipment associated with this project would also be welcome. The willing (if nervous) PCs are then sent by private Damascus air carrier to Europe, eventually landing in the blasted, burned, monster-filled hell once called Berlin.

Herr Martin knew, of course, that the PCs were coming: the *gate* is on his property and constantly monitored. He wanted the PCs because they are untraceable; he even fed them magical potions in their drinks that will erase their memories of having ever met the dwarf if they are captured and questioned. Miniature magical transmitters have been placed in their clothing and equipment so the dwarf can track their progress and conversations, using equipment in his secret hideout.

The bad news for the PCs is that the Shining Man is a real creature with doomsday-weapon powers. The mad dwarven scientists of Hitler's regime used tremendous magic and three tons of processed uranium to create a 15-foot-tall black-metal golem to attack the Allied powers. The radiation pouring out of the golem is so lethal that it has killed everything else in the air-raid tunnels under Berlin where it lives. (The skeletons of the dead are plentiful, including mutant monsters and a previous team Martin sent in.) Larry uses the radiant golem from the first MONSTROUS COMPENDIUM® SPELLJAMMER® appendix for the monster, removing its pacifist nature. It is possible to cause the golem to reach critical mass and explode like an atomic bomb, the only real way to destroy it; this information is in the files the PCs are seeking. Martin thinks the golem exists but doesn't know of its terrible powers.

The PCs probably won't be able to bring the golem back, but they can bring back some encoded books and scrolls about it. Martin will be pleased to receive anything, though he will sigh unhappily if told of the loss of the golem. (He will be happier if the golem is left undisturbed, so he can send adventurers back for it later.) He keeps his word to send the PCs back to their world; all they really had to do was to wait for at least thirteen days, then walk back through the *gate*, which would automatically send them off to another world—maybe their own world, maybe not.

Martin is more than he seems. Secretly an internationally hunted war criminal of the old German regime (his full name is Martin *Bormann*), he plans to avenge himself on all Allied powers who fought against the Axis in World War II. The Allies were virtually every other nation on Earth; hundreds of millions of sentients died in the fighting, far more than the number slain in World War II on our own world. The PCs are merely Martin's dupes. With the data the PCs bring back, Martin can have another radiant golem built on Madagascar using the uranium mines he owns. If the PCs try to attack him, they will find that he is actually a cleverly made, lifelike, remotely controlled golem; the *real* Martin is deep in hiding and cannot immediately be found. The evil dwarf (his true alignment is disguised by magic) will find a way to avenge himself on the group and the world in a later adventure, if his many flunkies don't kill the PCs first.

If the PCs try to escape to a world in another DM's campaign by walking back through the *gate* on the dwarf's land without Martin's permission, they

must fight a small company of heavily armed soldiers and monsters in Martin's pay who guard the *gate* in secret. These guards have orders to only spy on beings leaving the *gate*, but they are to shoot anyone trying to explore or enter the *gate* if Martin didn't authorize it.

If the PCs return to this fun-filled island, future adventures on Madagascar could include searching for Captain Kidd's buried treasure (complete with undead guardians); diving for treasure aboard a shipwreck now held by evil deep-sea monsters; rescuing enslaved humans and lemur folk from a tobacco plantation run by a crime syndicate; hunting for necromancers in the mountains; and a return trip to Europe to bring back the lost Spear of the Valkyries (one of Martin's hopes, if he and the PCs are still on speaking terms later). Larry keeps in mind Appendix II (pages 120-1) of the MAGITECH volume for additional adventuring ideas. Any patron who hires the PCs on this island will surely be no paladin, but some patrons will be more trustworthy than others.

Beyond this, the PCs can be sent on a voyage to the magical United States (Larry could have loads of trouble as well as fun with this one, as the PCs will never see so much commonly used magic in all their lives), or they could even be sent to Venus. And, of course, there's always Herr Martin.

Players' Viewpoint: The unfamiliar languages of Earth guarantee that the PCs will need magical translators; these and a few other devices should be okay for the PCs to take to another world. A gunlike *wand of lightning* or *three-barrel gun*, for instance, is within reason; a magical grenade launcher with four grenades (and no more) is probably okay. An autodont or autobulette is probably too much. Giving MAGITECH devices a preset number of charges will help get rid of them, especially if recharging "high-magic" devices is too advanced a process for normal medieval-style wizards to handle.

The advanced magic of this world should be presented as overwhelming and even frightening; the PCs should be clearly out of their depth. The players may at first think the PCs are on our own high-tech Earth (the highway and a random sighting of a distant Damascus air carrier could do it), and the discovery that this is not so will likely confuse them. Larry emphasizes this point by having all locals react to the PCs as if they were primitive barbarians or (possibly) actors in costume.

The PCs will surely be tempted to buy or steal some of these remarkable items. Larry anticipates this and makes sure some personal items have magical alarms or traps on them if anyone uses them but their rightful owners. Other magical items might be rigged to malfunction or not function at all if stolen, and some might emit silent magical warnings to the local police. Stealing police or military equipment will draw extremely unfavorable attention, similar to a modern city-wide police manhunt by air, land, and sea, with broadcast warnings to the public and numerous powerful sensing and combat devices. The PCs will have to keep low profiles.

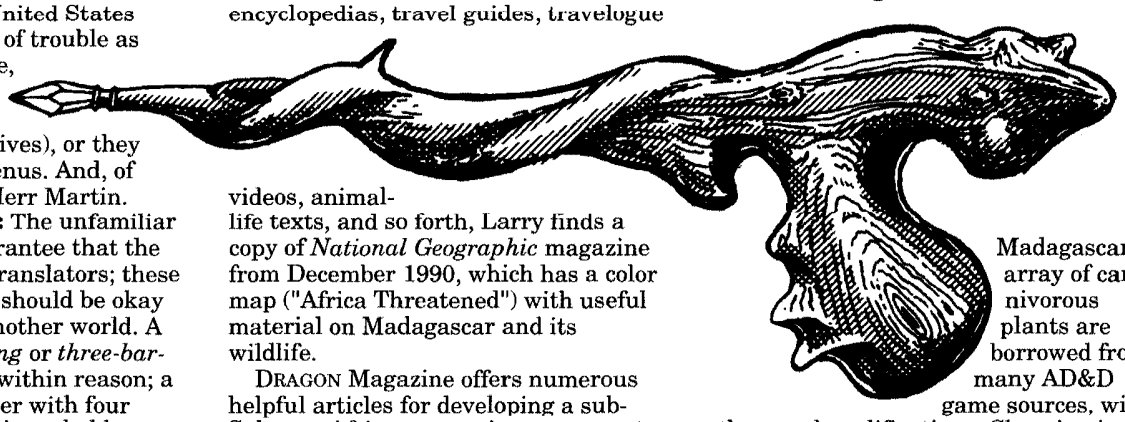
Larry plans to avoid having the players find out that they are in the MAGITECH world, to keep the surprises fresh. He doesn't use the book during play, reading from doctored photocopies, redrawn maps, or his own notes. He won't use the word "magitech" in his DM descriptions, either.

Resources: Aside from tidbits from encyclopedias, travel guides, travelogue videos, animal-life texts, and so forth, Larry finds a copy of *National Geographic* magazine from December 1990, which has a color map ("Africa Threatened") with useful material on Madagascar and its wildlife.

DRAGON Magazine offers numerous helpful articles for developing a sub-Saharan African campaign; some parts being useful for the MAGITECH nations of Zimbabwe and Madagascar if "updated" by a few centuries: "Out of Africa" and "Gaming the Dark Continent" (issue #122); "The Dark Continent" and "Arms and Armor of Africa" (issue #189); "An African Genesis," (issue #191); "Real Warriors Ride Elephants!" (issue #195); "Magic from the Gods" (issue #200); "Mythic Races of Africa" and "Campaign Journal" (issue #202); "The Priests of Africa" (issue #209); and, "The Deities of Africa" (issue #215).

For the journey to the ruins of Europe, Larry pulls out the GAMMA WORLD® game, a treasure trove of monsters, mutations, and technological artifacts that Larry turns into magical devices. The GAMMA WORLD treasure lists from some of the modules are especially helpful for on-the-spot ideas. Seeking more inspiration for "high magic" devices, Larry finds equipment sourcebooks for cyberpunk RPGs to be the most helpful, particularly Steve Jackson Games' *GURPS Cyberpunk, GURPS Ultra-Tech*, and *GURPS High-Tech* books, and the three *Chromebooks* for R. Talsorian's *Cyberpunk 2.0.2.0.* game. He makes a point of skimming the *GURPS Atomic Horror* book for further ideas on adventuring in Europe.

If the radiant golem should be fixed to explode, Larry wishes to make it a memorable event. He uses the information in an old DRAGON issue about atomic weapons in the TOP SECRET® game ("Agents and A-bombs" and "After the blast," from issue #108) for this purpose. Larry fixes the golem's explosive power at about 10 kilotons, despite all its uranium, as it will undergo only partial fission. The PCs will have a reasonable chance to escape with only minor radiation sickness if they try this option; otherwise, they can simply flee and leave the golem alone.



Madagascar's array of carnivorous plants are borrowed from many AD&D game sources, with the usual modifications. Chaosium's *Call of Cthulhu* game is checked for other deep-sea monster ideas; the kuo-toa will be the MAGITECH world's equivalent of the Deep Ones. "Playing in the Paleozoic," from DRAGON issue #176, provides many new horrible monsters to use for the deep waters near the island. Larry adapts some to hang around along the Madagascar coasts for local color, so to speak.

My thanks to Bruce Heard, without whose help I would never have pronounced "Averoigne" correctly.

Next month: tea with Queen Elizabeth—the First.

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Non–AD&D® Game RPGA® Network Tournaments

AMAZING ENGINE® Game
Death in Venice (Kromosome) by Wolf Baur
Queen's High (For Faerie, Queen and Country) by Jim Bragg
Tex Danforth ... Lost Museum (Magitech) by Tim Beach
The Case of the Missing Treaty (For Faerie, Queen and Country) by Robert Farnsworth
Unnatural Selection (Bughunters) by Lester Smith

Amber
Horn of the Unicorn by Tom Prusa
Seven Sons of Amber by Tom Prusa

BOOT HILL® Game
Backwood Bob's Jubilee by Steve Null & Keith Polster
Sunday Morning Mackintosh by Keith Polster

BUCK ROGERS/XXVc® Game
Dark Side of the Sun by David Schnur

Call of Cthulhu
Do You Believe in Magic? by Scott Nicholson
Forever and a Day by Gary Labrecque
Goodbye Daddy (2-rd) by Glen Goodwin
Killer Whale (team) by Alex Lombardi
Lights! Camera! Action! (Cthulhu Now!) by Tim Bushnell
Mr. Corbin's Funhouse by Chris Ravlin
Paying the Price (2-rd) by Glen Goodwin
The Secret of El Mirador by Gary and Kim LaBrecque
The Monastery by Eric Li & Kevin Mooneyham
The Beast by Robert Jones
The Inheritance by Gary Labrecque
They All Fall Down by Glen Goodwin & Carol Robinson
Uncle's Lodge by Gary Labrecque
With Proper Care by Gary & Kim Labrecque

Champions
Champions of the Dark Realm by David Ballenger
The Liberty Brigade by David W. Ballenger
Slime of the Century by Robert Suriano

Chill
Hostis Mentis by Lew Wright
Till Death Do Us Part by Don & Linda Bingle, Jay Tummelson

Cyberpunk
Caught in the Raw by William Sherman

Dark Conspiracy
Your Own Worst Enemy by Lester Smith

Marvel Super Heroes
Canda Has Super Heroes by Mark Barnabo
Chill Night by Linda Baldwin
Return Engagement by Dennis Everett
Value of a Dollar by Mark Barnabo

Paranoia
Adventures in Clonesitting by Kevin Kulp
All the Computer's Clones by Brett Bakke
BRT Sector by James Cheney
Enter the Clones by Ed Gibson
How Yellow Was My Clone (2 rd) by Tim Parker
Red Dawn's Early Light (2-rd) by Don Bingle
TERM-(IN)-NATOR by Tim Parker & Wally Wheeler
This Module Will Self-Destruct by Michael Capps
Undocumented Features by Scott Nicholson
V.I.C.T.E.M.S. by Stephen Jay IV
V.I.C.T.E.M.S. 2 by Stephen Jay IV
Wherefore Art Thou, Cloneo? by Doug Smith

Runequest
Quest for the Heartstone (2-rd) by William Faulkner

Shadowrun
Biogenix by John Dunn & Matt Marques
Million Nuyen Bounty by Lance Weber & Teeuwynn
Night of the Griffin by Katherine York
Something Old, Something New by Richard Osterhout
Split Personality by Stephen Gabriel
The Great Train Robbery by Jim Lockhart
The Florida Key by Jim Lockhart
Tick Tock by Mark Somers
Time is of the Essence by Nickey Rea & Carla Hollar
Time After Time by Bob Tomihiro & Lisa Lowrey
Well Organized Crime by Stephen Gabriel

Shadowrun Virtual Seattle
A Matter of Reputation by Ron Heintz
And a Child Shall Lead by Ron Heintz
Helter Skelter by Bob and Lisa Tomihiro
Just Another Run by John Terra
London Con by Margaret Heintz
Stalking the Stalkers by Stephen W. Gabriel
Sweet Dreams by Wes Nicholson

Shatterzone
Corporate Politics by Dave Wetzel

Star Wars
A Family Thing by John E. Cereso
Damitian Dreams by Tim Parker & Brad Johnson
How About Bob? by Henry Vogel
Prophets of Otherspace by Bill Slavicsek & Lester Smith
Shadows in the Surf by Skip Williams
Sinister Plot on Quercaria by David W. Baker
The Doom on Razir by Brandon Amancio
The Roxar Incident by Robert Wiese

Teenagers from Outer Space
01209 by John Dunn & Susan Schmitz

Timemaster
Darkest Before the Dawn by Don Bingle
Fugue by Brett & Cyndi Bakke
Thirty Seconds & Counting by Bill Sherman & Don Bingle
White Star Crossing by Don Bingle & Mary Zalapi

TOP SECRET® Game
Spies & Lies by John Terra

Torg
A Matter of Honor by Nickey Rea & Beth Bostic
After the Wash by Tom Prusa
Berlin by Night by John Terra
Beverly Hills Storm Knight by Doug Smith
Delete Backup (2-rd) by Tom Prusa
England's Darkest Hour by John Terra
Kanawa River by Doug Smith
Scent of the Rose by Paul Balsamo

Traveller
D. Butler Did It by Lew Wright
High Hopes (1- and 2-rd) by James & Leanne Dempsey

❑

Classifieds

CALIFORNIA: I am a 16 year old male looking to join or start an AD&D® gaming group or other role-playing games. Looking for group in Mariposa/ Merced/Oakhurst area. If interested contact: Daniel Cantarini, 5061 Cole Rd., Mariposa CA 95338.

ENGLAND: Hi! I'm a Canadian who has just moved to England and I am looking for players in Berkshire County near Bracknell and South Ascot. I play the FORGOTTEN REALMS® setting, *Rolemaster* (I refuse to GM it, though), and any other role-playing game that is out there. I would be willing to join an existing group, or form a new group with me as a GM. If you are interested you can contact me at 43 Carroll Crescent, South Ascot, Berks SL5 NEJ, Tel 0344-25176, or at the following e-mail address: Jules@shae.demon.co.uk.

MARYLAND: I am a 16 year old male looking to join a gaming group. I am interested in AD&D settings, *Middle Earth*, and *Warhammer*, but I'm willing to learn other systems. I'm relatively new and want to play more. Please contact Ryan Gerhardt, 2934 Aspen Hill Rd., Baltimore MD 21234–2112, phone (410) 882 2060.

MICHIGAN: A group of game masters are looking for players in the Oakland County area for DRAGONLANCE® and FORGOTTEN REALMS settings) and *RIFTS*. If interested, call John or Phil at (810) 366 9455; if there is no answer, please leave a message.

NEW YORK: Attention members in Rochester, NY and the surrounding area. I need your help to form a network club and bring RPGA® Network tournaments to our local conventions. Anyone interested in bringing network events to western New York please contact me. Greg Ferris, 79 Castle Rd., Rochester, NY,14623.E-mail: G. Ferris@Genie.com.

NORTH CAROLINA—Looking for DMs and players to travel through the FORGOTTEN REALMS setting. If you are interested, please write Kelly Beheler at 1277 Garrison Lane, Apt 14A, Lincolnton NC 28092 or call (704) 736 1715.

NORTH CAROLINA: Charlotte/ Gastonia area people wanted to play *Nuclear War* card game and GREYHAWK® Wars board game. Contact Rick by email at gloaming@interpath.com or call 704-824-7969

PENNSYLVANIA: I'm looking to form a gaming group in the Bridgeville (10 minutes from Pittsburgh) area and vicinity to play in the AD&D, DRAGONLANCE, FORGOTTEN REALMS, and RAVENLOFT® worlds. Novice or experienced, male or female, all welcome. Please contact Ed Wolf IV, 720 Bowerhill Rd., Bridgeville PA 15017-2406. Or call after 4 PM weekdays 412-221-3806.

PENNSYLVANIA: Hail fellow gamers! My name is David Tatasciore, 13 years old, and looking to start or join a gaming club in the Delaware Valley area. I'm familiar with the MYSTARA®, FORGOTTEN REALMS, DRAGONLANCE, SPELLJAMMER®, RAVENLOFT and *Star Wars* settings. If interested, contact me at: 18 Wyncroft Drive, Media, PA 19063. Or call 610-565-3023.

PENNSYLVANIA: I am a 15 yr old male looking to start an RPGA Network sanctioned club. Club will play AD&D line of games. Beginners welcome! If interested, contact Sam Hopfinger, 55 Decatur Rd., Havertown PA 19083; phone/ fax (610) 446 3671; email Samatar@aol.com.

UTAH: Attention! All role players in the Layton area. I'm looking for new souls for my group D&D®, AD&D, RAVENLOFT games. DM also needed. If interested contact, Dave Stock 825-7271 or 1190 W 1700 S Syracuse, UT 84075.

WEST VIRGINIA: Looking for experienced players and DMs for the AD&D game. I really like to play in the FORGOTTEN REALMS but any setting will do. Please write me at 1017 WV Ave., Parkersburg, WV 26104 or call at 304-422-9841 ask for David. Any ages will do.

FOR SALE: SPELLFIRE® and BLOOD WARS™ cards for sale. Complete set of all SPELLFIRE with all promo cards and complete set of BLOOD WARS cards with promo card. Also interested in trading cards. Please send your offer to Dan Watters, P.O. Box 447, Sussex, NB, E0E 1P0, Canada. Or call and leave message at 506-432-6032. Over 10,000 individual cards for sale by request.

FOR SALE OR TRADE: SPELLFIRE cards: 1-400; 1-25 specials; 1,2 promo. Will sell or trade for AD&D game stuff. All cards are first edition, never been used, all in plastic sheets. Contact Timothy Smith, P.O. Box 694, Sussex, NB, E0E 1P0, Canada.

FOR SALE: Huge 14 page list of out of print games, modules, magazines and rule books for TSR and others. Every item strictly graded and fairly priced. To get a copy of the list, send a large SASE (with 55¢ postage) to: Michael Cox, P O Box 5203, Kendall Park, NJ 08824-5203. Email StackMC@aol.com

FOR SALE OR TRADE: SPELLFIRE, BLOOD WARS and others. SPELLFIRE chase cards wanted; Powers chase 1, 8, 11, 13, 16, 17; Artifacts chase 2, 4, 6, 7, 16, 19; FORGOTTEN REALMS chase 11, 12; DRAGONLANCE chase 4(2). Also wanted Powers #45 and SPELLFIRE #422(3), 424(2), 425(3), 437(2). BLOOD WARS wanted: Rebels and Reinforcements; The Concerted and LADY OF PAIN; Factions and Falcons; Diplomatic Treachery, Males, Rest and Relaxation, Sigmar Mark. Many cards for trade. Howard Dawson, 25212 Harper Ave., St. Clair Shores MI 48081. (810) 772-2020 (days) (313) 885-0705 (nights).

FOR SALE: 1st edition rulebooks – DMG (good), PHB (good), FF (good), MM (excellent), MM2 (good), OA (good), DDG (2nd printing–no Cthulhu, excellent), WSG (near mint), DSG (excellent), DLA (excellent), MoP (excellent +), UA (fair, completely intact and usable, includes errata). Wish to sell as a whole set, $175 (U.S.)/ $225 (Can). Will pay book rate Canada Post ground to any Canada/ U.S. destination. Also seeking players interested in setting up RPGA Network tournament in south Saskatchewan, eastern Montana, western North Dakota. (306) 949 8824, FAX (306) 775 1437, email Jim.MacKenzie@f222.n140.zl.fidonet.org or 1:140/222@fidonet, or 165 Coldwell Rd, Regina SK S4R 4K7 Canada.

FOR SALE/PBM: FORGOTTEN REALMS accessory *City of Splendors* and PLANESCAPE™ accessory *A Player's Primer to the Outlands.* Also interested in starting a PBM; if you are interested, contact: Iguana King Inc., 201 S. Elm St., Hartville MO, 65667.

FOR SALE: 1st edition AD&D *Unearthed Arcana*. Like new. $25 ppd. Contact: Pam Smith, 2011 River Park Ct, Valrico FL 33594.

FOR SALE OR TRADE: SPELLFIRE cards. I have a huge selection to choose from. Write or call for my want list. John Nichols, Rt 1 Box 175, Elk City OK 73644, phone (405) 225 7983.

HELP! Twin Con is expanding this year, offering more Network events than ever before. To help accommodate our growing convention crowd, we need more judges. Run a couple of tournaments and play in the rest—there's plenty of events for everyone. We need judges for AD&D, *Shadowrun*, and *Paranoia*. Ral Partha is sponsoring a special "Top Judge" prize. If you're willing to pitch in, and have a great time while doing so, contact Cisco Lopez-Fresquet, 3827 Lindale Avenue North, Minneapolis MN 55412.

HELP!: Three months ago I purchased *Eye of the Beholder* for the Super NES. I've put in many hours on it since then, but I just cannot get past the third level. Any hints, clues, or mapped areas to get me moving further along would be great. Also looking for pen pals from all over. I'm 32 years old and have many interests and hobbies. Contact: Martin Meader, PO Box 606, Hartford VT 05047–0606.

PBM/ ONLINE GAMING: The world is such a large place that role-players are often scattered in the farthest reaches of the Earth. Communication among such members with a PBM club can be slow and inefficient and the possibility of live communication is nonexistent. The Internet Role-Playing Society, an RPGA Network club, seeks to solve these problems with the usage of modern technology. Communication is swift and efficient using e-mail and the possibility of on-line chat is a reality using IRC and other tools. In addition to this we will have an HTTP, FTP, Listserv, etc. available to our members. We also have several benefits. For more information contact Michael Popovich at Cad@digital.net.

PBM: Dragonslayers Unlimited is inviting all gamers around the country and around the world, to join our unique gaming club. What makes our club unique from any other gaming club is that we are a play by mail gaming club. Our members offer a wide variety and are always looking for new and interesting games to play. For more information contact: Dragonslayers Unlimited, c/o Bill Brierton, 12420 Old Colony Drive, Upper Marlboro, MD 20772-5000.

CORRESPONDENTS WANTED: I'm a guy, I'm 32, and I'm looking for other mature gamers with which to correspond and exchange creative ideas. I've been a DM/ player for over 14 years in both the 1st and 2nd editions of the AD&D game, and I have only a little experience with other systems. Other related interests or topics of discussion include TV and movies, comics, sci-fi and fantasy lit, art, and models/ miniatures. Write William Sims, 3257 Gurley Ave., Gadsden AL 35903.

PEN PAL: I'm into the AD&D game. Will answer any and all letters regardless of age, race, or sex. Write: Larry L McCrary, 23 North Hospital Drive, Orofino ID 83544.

PEN PALS: 21 year old player/master searching for penpals (male or females) any age interested in exchanging ideas and information on AD&D games. Also searching for information on Tiamat and Bahamut, the unique dragons. I am willing to buy any information if it is the original book or a photocopy; it does not matter. Anyone interested can write to: Donald Keil, Old Route 22 Drawer A, Cresson PA 16630-0001.

PEN PAL: Hello, my name is Corey LeMoine and I am 15 years old. I am interested in a pen pal. Anyone interested in fantasy please contact me at P O Box 196, Montgomery LA 71454.

WANTED/ PEN PAL: I'm 21 yrs old and have just started playing AD&D. I am looking for the *Player's Handbook*, the DUNGEON MASTER Guide, the PLAYER'S OPTION™ books (*Skills and Powers* and *Combat and Tactics*), and the DM™ Option: *High–Level Campaigns* books. I'm also looking for pen pals if you wouldn't mind writing me. Contact: Michael Engebretson, #245523, Oshkosh Correctional Institution, PO Box 3310, Oshkosh WI 54903–3310.

WANTED: GREYHAWK modules numbers A1, A4, C1, C2, GDQ1-7, I1, L1, N1, S1, S2, S3, WG4, WG5, WG7, WG8, WG10, WG12, WGA1, WGA4. Send reply to: Richard L. Hall, 13698 Walnut St., Southgate, MI 48195-1813. Will only pay fair prices. Also Dragons #37 or before.

CALLING ALL GAMEMASTERS! Andon Unlimited is always looking for qualified Gamemasters to run RPGA Network events at their conventions. Systems used include AD&D (including RAVENLOFT and BIRTHRIGHT™ settings), *Paranoia*, *Call of Cthulhu*, *Shadowrun*, *Species*, *Chill*, and others. Gamemasters receive full or partial refunds, depending on the number of events they run. 1996 conventions are Seattle Game Fest (Seattle, WA, Feb 29-Mar 3), 3-Rivers Game Fest (Pittsburgh, PA, May 24-27), Origins (Columbus, OH July 4-7), AndCon (Toledo, OH, Sept 12-15), 3-Rivers Fall Fest (Pittsburgh, PA, November). If you are interested in helping, please write, call, or email: Andon Unlimited. P O Box 1740, Renton, WA 98057. 206-204-5815. Andon@aol.com.

***TRAVELLER* FANS:** Attention *Traveller* fans! Is there interest in fanzine devoted to rejuvenating original *Traveller*? Four issues for $10 a year would be packed with adventures, new races, skills, careers, planets, starships, weapons and equipment. Send SASE with comments and questions to: Jumpspace, 4900 Overland #237, Culver City, CA 90230.

ATTENTION ALL CITY WATCH MEMBERS: I would like to ask all members of the city watch to contact me at Justin Kordt, % Dennis Everett, P.O. Box 5297, Maryville, TN 37902-5297 or e-mail to DenRayEver@aol.com. If I have not contacted you already please send a copy of your certificate with any supporting information.

Conventions

Realmcon '96, Feb. 10–11, Miami FL—at the Miami Airport Holiday Inn, on Blue Lagoon Drive. RPGA® Network, LIVING CITY™, and RAVENLOFT® events, *Call of Cthulhu*, *M: tG* tournament, open gaming, and dealers. Pre-Reg $25, $15 per day at door, special room rates available. For furthr info, call (305) 226-4267, fax (305) 383-3668, or e-mail Aramen@bridge.net or Milanir@aol.com

Orccon 19, February 16-19, Los Angeles CA — LAX Wyndham, 6226 W Century Blvd., Los Angeles, CA 90045. Contact Jeff Albanese, Strategoicon, 333 N San Fernando Blvd., Burbank, CA 91502. 808-848-1748.

Total Confusion X '96, Feb 22–25, 1996, Marlboro MA—We have expanded our timetable and events! Events will include: the AD&D® game *Assault, Axis & Allies, Battletech, Call of Cthulhu, Car Wars, Champions, DC Heroes, Diplomacy GURPS, Jyhad, M: tG, Paranoia, Railroad, Risk, Shadowrun, Space Hulk, Star Fleet Battles, Vampire,* and *Werewolf.* There will be over 200 scheduled games, a miniatures painting contest, and a dinner theater production. Preregistration costs $10 per day or $30 for all four days; registration at the door costs $12 per day. For more information, contact Total Confusion, PO Box 604, North Oxford MA 01537 or call (508) 987–5244.

Ravens Bluff Revisited, Feb 24–25, Honolulu HI — Held at the Kaala Rec Center at Schofield Barracks. Sponsored by DOGS. Events include LIVING CITY, character portraits, *M: tG* tournaments, miniatures events, and a benefit round and auction for charity. Registration: $3 pre–reg or $5 at the door. Contact: Eric Kline, PO Box 90182, Honolulu HI 96835–0182.

Concentric, Mar 7–10, Park Ridge IL— Come to the Center of the Universe! Concentric brings the best in gaming to the Chicago area. Network events include two first run LIVING CITY events, a first run *Virtual Seattle*, plus Feature, Masters, LIVING JUNGLE™, *Star Wars*, and *Champions* events. The LIVING CITY interactive and the convention–long *Vampire* interactive, great miniatures events, card game tournaments, and more make this the convention that you cannot afford to miss. Special guests include Tom Wham and Susan Van Camp. Write to Concentric, 114 Euclid, Box 287, Park Ridge IL, 60068. Network judges email silverwyrm@aol.com to volunteer.

Marmalade Dog Gamefest III, March 9–10, Kalamazoo MI— Held on the campus of Western Michigan University. The con features gaming, including RPGA Network games, and other events. Cost: $10 prereg, $12 at the door. Contact: David Kahn, 403 Smith Burnham, Kalamazoo MI 49008; phone (616) 387 1136.

The Gamer's Con III, March 15-17, Cherry Hill NJ — Sponsored by the Gamer's Ralms and Multigenre, Inc., this convention will be held at the Sheraton Cherry Hill on Rt. 70 in Cherry Hill, NJ. Events include board, card, miniatures, Live-Action, and role-playing games. A full track of RPGA Network and LIVING CITY events will be presented. Other activities include *M: tG,* dealer's room, game auction, seminars, signings, anime, and presentations by several gaming companies. Registration: $20 preregistered, $25 at the door. Single day rates vary. Write to: Multigenre, Inc., 266 Spruce Drive, Brick NJ 08723; or email: acd@hotld.att.com or Multigenre@aol.com.

MADICON V, March 15–17, Harrisonburg VA— Held at the Taylor Building at James Madison University. Margaret Weis, Don Perrin, Todd Mayville, and TJ Warsing are the guests. Events include gaming (including RPGA Network games), art auction, writer's workshop, and a dance. Attendance costs $7 per day, $13 for the weekend. Contact: Brian Glass, 1231 Old Furnace Rd, Harrisonburg VA, 22801; phone (540) 434 5422; email GLASSB1@jmu.edu.

Spring Revel '96 and Little Wars '96, March 21-24, Rosemont, IL — Join us once again at the Ramada Hotel O'Hare as we combine forces with the Little Wars 1996 Historical Con. That's right two great conventions under one roof. The name of this weekend is fun! We feature all types of Network events, AD&D, LIVING CITY, LIVING JUNGLE, LIVING DEATH™ and other events. This year we also feature the Cardgame arena for all those great collectible card games. History comes to life at our other convention, with over four days of over 100 miniature games. Pre-reg $12/weekend, $7/day before February 15. Admission at the door is $10/day, $15/weekend. An extra $3 gets you into both conventions. $2 event fees. Judges receive $3 discount per event judged (we need judges) with four or more slots giving you free registration. For more information send SASE to Spring Revel, Box 27, Theresa, WI 53091. Attn: Keith Polster.

Coscon 96, March 22-24, 1996, Butler, PA—The Circle of Swords Gaming Guild is sponsoring a gaming convention that will be held at the Days Inn Conference Center. Scheduled events will include RPGA Network tournaments including LIVING CITY and benefit tournaments, collectable card game events, board games, historical and fantasy miniature events, free form role-playing events, and other role-playing events. We will also have a dealers area, auction, new game demonstrations, and other special events and guests. Registration is $15 until March 10 and $20 thereafter and at the door. For details, send a SASE to: Circle of Swords, P.O. Box 2126, Butler, PA 16003.

Neovention XV, March 22-24, Akron OH — Gardner Student Center, The University of Akron, Akron OH 44325. Rates $6 daily, $15 all weekend. RPGA Network events. Contact Brian N Podlogar, University Gaming Society, Gardner Student Center #6, The University of Akron, Akron OH 04325. (216-972-7345).

Egyptian Campaign, Mar 29–31, Carbondale IL—The SIUC Strategic Games Society is hosting Egyptian Campaign 1996 in the ballrooms of Southern Illinois University's Student Center in Carbondale IL. Doors open at noon on Friday and 8:00 am on Saturday and Sunday. There will be the AD&D game, an RPGA Network tournament, *Vampire, Shadowrun, BattleTech, Warhammer 40K, Warhammer*

Fantasy Battle, and *M: tG,* as well as other events. There will also be an auction, a miniatures painting contest, and special guests. The cost is $10 for preregistration or $12 at the door. For more info and a preregistration packet, send a SASE to: Egyptian Campaign '96, The Strategic Games Society, Office of Student Development, Southern Illinois University, Carbondale IL, 62901–4495, or call Joel Nadler at (618) 529 4630; email: ecgamcon96@aol.com.

Norman Conquest 8, March 29–31, Norman OK— Held at the Oklahoma Memorial Union on the campus of the University of Oklahoma. Events include gaming, RPGA Network games, readings by C.J. Cherryh, Jane Fancher, and Lynn Abbey. Costs $9 prereg, $12 at the door. Contact: Melissa Maurer, Room 215–A OMU, Box 304, 900 Asp Ave, Norman OK 73019.

Hawaii Hobbies Fair, Mar 30–31, Honolulu HI — Held at Radford High School, sponsored by the Honolulu Jaycees. Events include Network games, card games, miniatures, anime, model building, and more. Proceeds benefit Radford High School. Registration $5 at the door. Contact : Eric Kline, PO Box 90192, Honolulu HI 96835–0182.

Pentecon VIII, April 12–14, Ithaca NY— Hosted by Cornell Strategic Simulations Society, this con features a number of roleplaying (including RPGA Network games), card, board and miniatures games. Preregistration costs $7. Contact Pentecon VIII, c/0 Peter D. Bajika, 105 Eastern Heights Dr., Ithaca NY 14850 (email PDB6@aol.com).

NoahCon, April 27-28, Avon Lake OH — Aqua-Marine Resort, Miller Road, Avon Lake OH 44012. Contact Eric Vaessen, Matrix Games and Diversions, 5384 East Lake Rd, Sheffield Lake OH 44054. 216-949-5787.

DemiCon VII, May 3–5 1996, Des Moines IA—ACI is back for its fourth year at DemiCon with even more games and prizes and a healthy dose of science fiction frenzies. In addition to 24 hour gaming (the AD&D game, *M: tG, Killer, Australian Rails, Dragon Supreme,* and many RPGA Network events), there will be costume contests, filking, writers workshops, miniature painting, and a 24 hour con suite. At DemiCon, you run your game by your schedule, not ours. For more information, contact ACI at 1304 Boyd St, Des Moines IA 50316–1452 or call (515) 266 2358.

Mage Con North 2, May 3-5, Sioux Falls, SD — A complete gaming convention featuring all types and genres of games. Tournaments, advanced and beginner events. Events will include: *M: tG, Warhammer Fantasy Battle, Diplomacy, Pendragon,* and live-action rpg. Also, costume, art, and painting contests; dealers area; and special guest Margaret Weis. For more information write: Mage Con North, P O Box 84828, Sioux Falls, SD 57118-4828, call 605-334-2855, or email MAGECon@aol.com.

LEHICON 6, May 3–5, Allentown PA — Held at the Days Inn Conference center. Events include roleplaying, card, miniatures and other games, RPGA Network games, and other events. Cost: $20 prereg, $25 at the door. Contact: LEHICON 6, PO Box 556, Horsham PA 19044. Please include a long SASE or 32 cents for postage.

At-Last!-a-Con, May 4–5, Ferguson MO—Events: RPGA Network events, LIVING CITY scenarios, *M: tG, Battletech, Star Fleet,* and more. Located at the Knights of Columbus Hall, 119 S. Florissant, Ferguson MO. Pre–registration costs $6 for two days. For more info, contact SAGA, PO Box 297, St Ann MO 63074.

Mage Con 4, May 4–5, Bellevue MI — Held at the Bellevue Conservation Club. Events include numerous Network games (LIVING CITY, LIVING JUNGLE, Virtual Seattle), *Star Wars,* and *Call of Cthulhu.* Pre–reg $18 (includes event fees except for $3 benefit). Contact: Mage Con 4, 127 S. William St., Bellevue MI 49021.

ROC of AGES '96, May 10–12 1996, Charlotte NC—Held at the Sheraton Airport Plaza, this con features guest appearances by James Doohan (Scotty), Gunnar Hansen (Leatherface), and Barbra Leigh (Vampirella), among others. There will be plenty of roleplaying, card, and board games, including *Earthdawn,* LIVING CITY, *Shadowrun, GURPS, Champions, M: tG,* and others. Other activities include an SCA heavy weapons tournament, a costume contest/dance, and a charity auction. Costs are $15 until March 1, $25 at the door. For more information, contact ROC of AGES, 105 Honeywood Ct, Kissimmee FL 34743; phone (407) 344 3010.

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